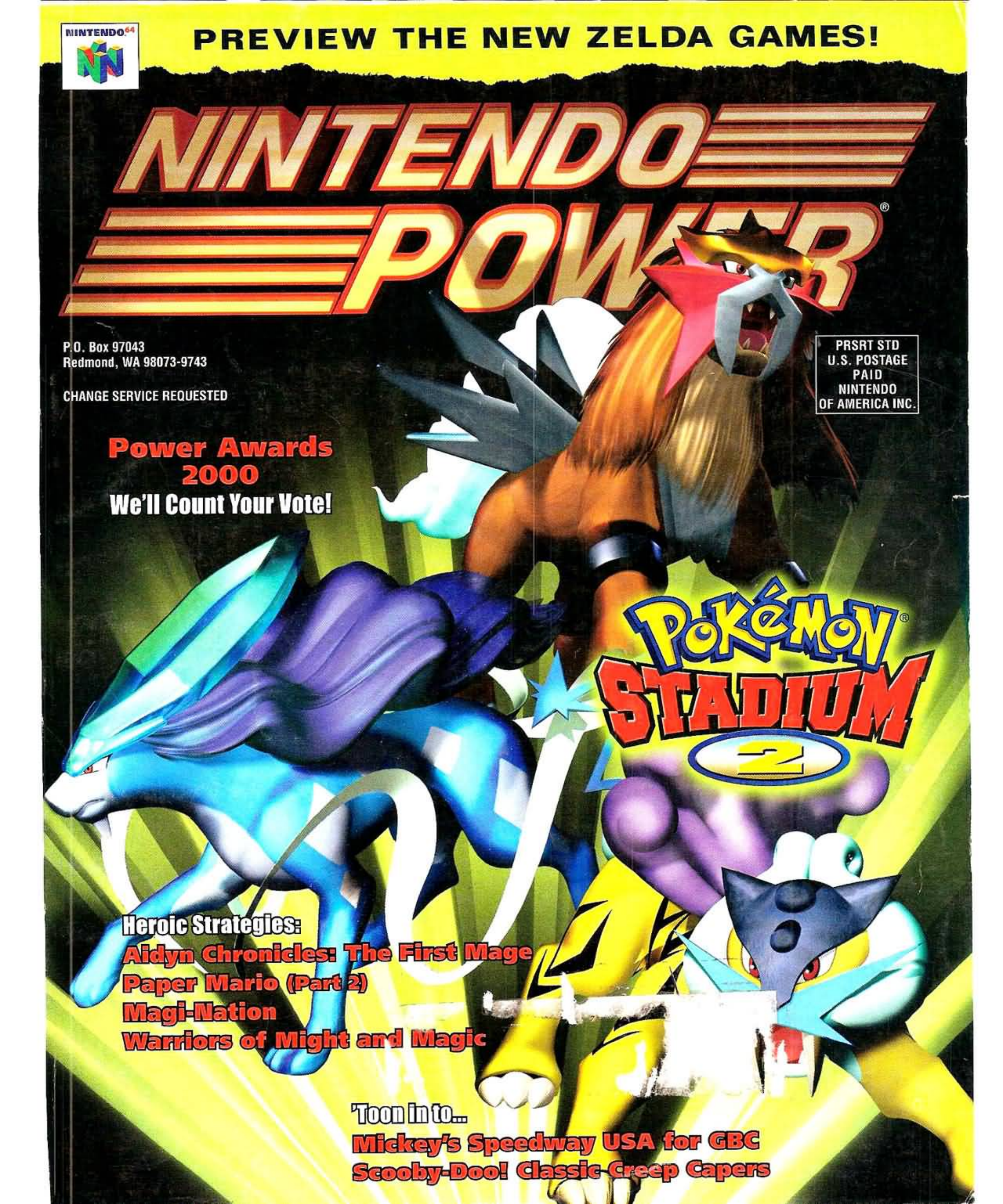
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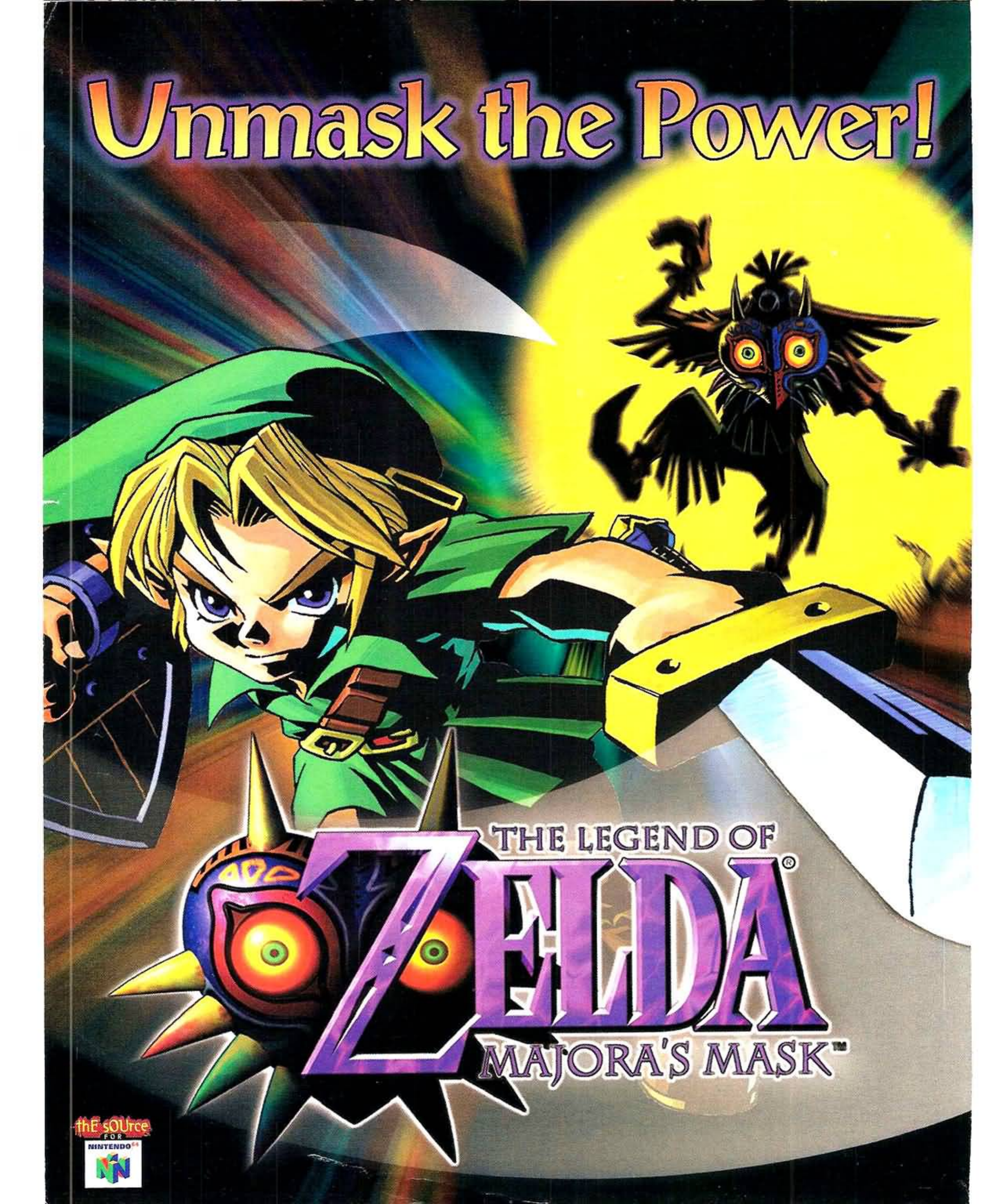
Aidyn Chronicles: The First Mage
Paper Mario (Part 2)
Magi-Nation
Warriors of Might and Magic
'Toon in to...
Mickey's Speedway USA for GBC
Scooby-Doo! Classic Creep Capers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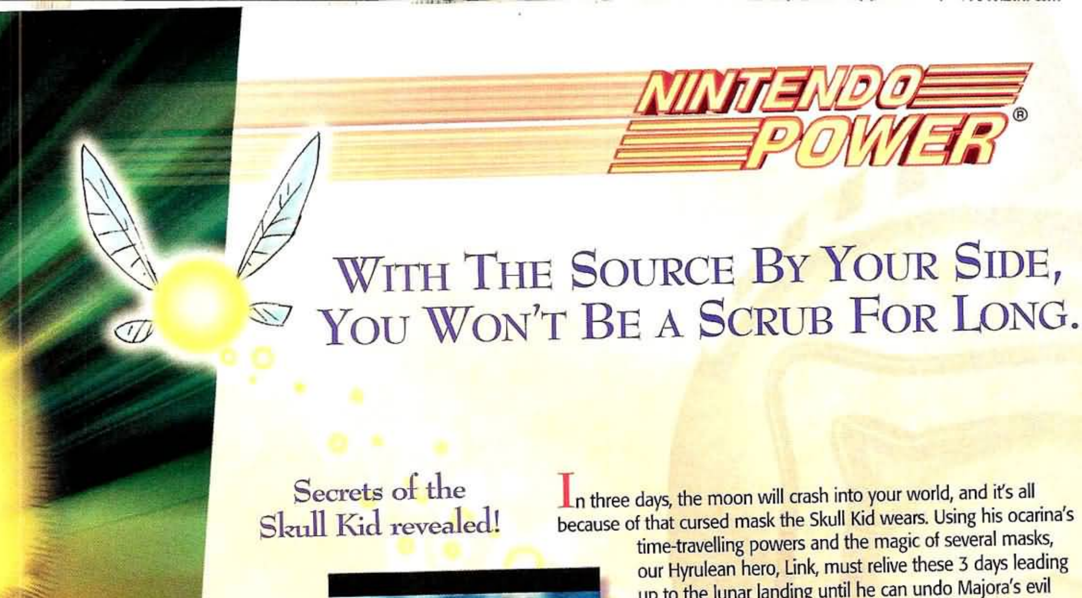

Secrets of the Skull Kid revealed!

When you find the Skull Kid on the clock tower's roof, shoot him with one of your bubble bullets. A direct hit will cause him to drop your ocarina!

In three days, the moon will crash into your world, and it's all because of that cursed mask the Skull Kid wears. Using his ocarina's time-travelling powers and the magic of several masks, our Hyrulean hero, Link, must relive these 3 days leading up to the lunar landing until he can undo Majora's evil and untangle the events that are provoking doomsday.

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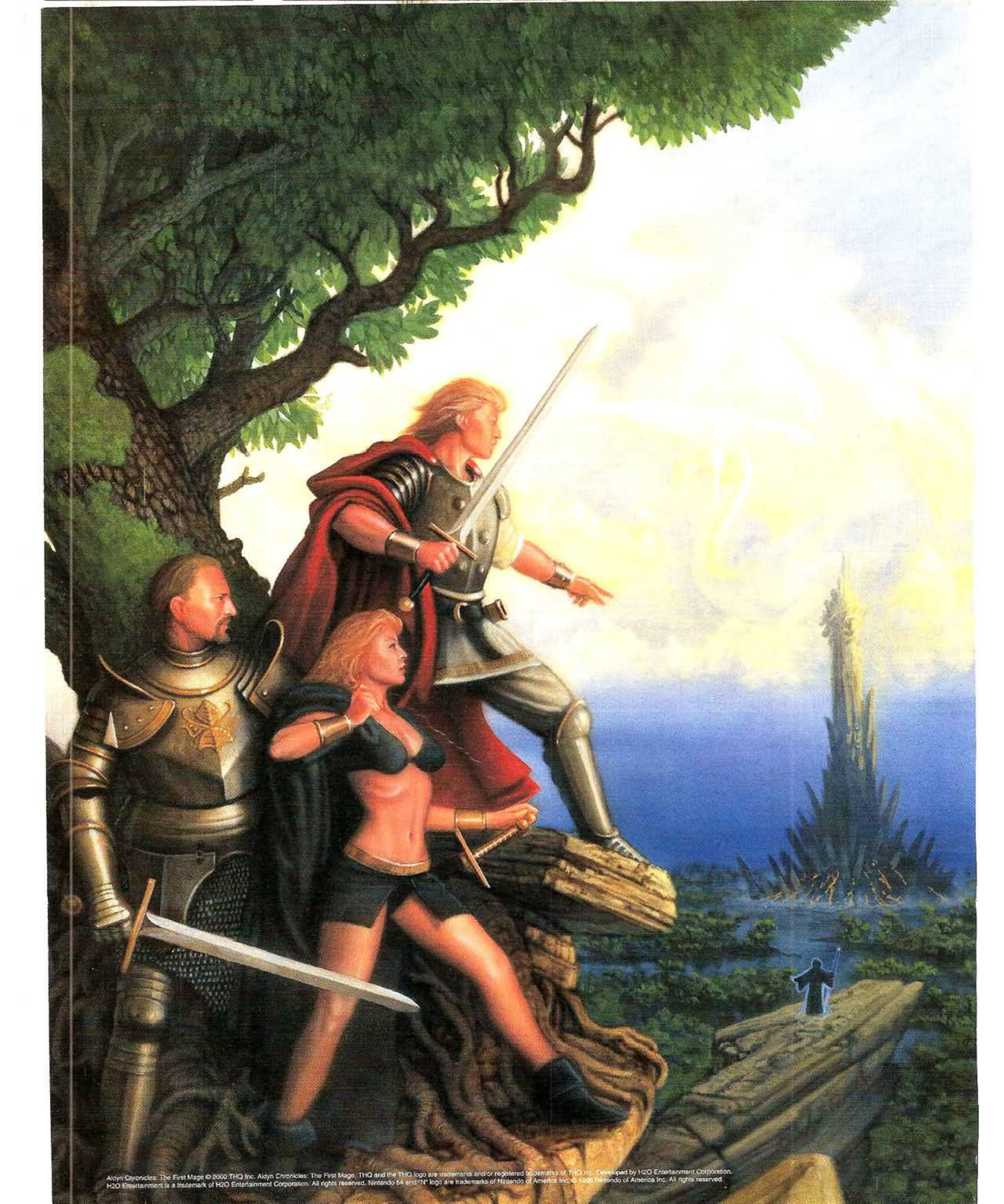
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His Body Exists In The Mundane World. His Spirit Resides On A Higher Plane.

Aidyn Chronicles: The First Mage™

arala, rehtora ...
if thoughts can
reach whatever
plane you walk
then listen ...
i have dreams to tell ...
we will not meet before
our time ...
rehtie eht eraweb ...
find where the river
meets the stones ...
i am what was not
there when these two met ...
deceiced ruoy naht dna
anal ettab a saw ereht ...
here and not here as i am
and tsum ton eb ...
stay who you are and
you will see this too ...
sloochs eht ssorca tilps
sdrazw eht sa syawla
skool egnirb a sdoog woh
that is the shape
of what lies up ahead
for both of us
stay who you are ...
fight well ...
i walk beside you ...

In Between Is Chaos.

In this, the first traditional RPG for N64, a young man embarks on a seemingly impossible journey to discover his identity and fulfill his destiny. Can he stave off his enemies, overcome his obstacles and find that which he has dreamed about? Or will chaos keep Alaron from everything that may be rightfully his?

- Real-time 3D environments and beautifully-animated characters.
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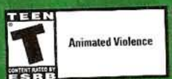
- Up to 13 characters to add to Alaron's party.



www.thq.com

Pokémon® Stadium 2

Stadium Strategies 22

Experienced Pokémon Trainers know that the biggest challenge of a Pokémon battle is in selecting the right combination of combatants. Our 14-page review of the super Stadium sequel, Pokémon Stadium 2, takes the guesswork out of developing rental teams for both the Little Cup and the Poké Cup—strategies for 48 battles and an overview of the game!

Aidyn Insights 52

RPG fans rejoice! Aidyn Chronicles: The First Mage is an epic N64 role-player with an involving story, a crowd of interesting characters, four classes of magic and more than 30 magic spells. Our 10-page Aidyn Chronicles primer sorts it all out and gives you the info you need to start hero Alaron on his long journey.

Fast Friends 62

Mickey Mouse and his cartoon pals are gearing up for racing fun with Mickey's Speedway USA for Game Boy Color. Our look at the cross-country thriller gives you the ultimate strategy tune-up with tips on every track and hints for unlocking the game's secrets.

Creature Feature 68

Dream Creatures rule the world of Magi-Nation, a new Game Boy Color fantasy that has you guiding regular guy Tony Jones to his magical destiny. Our review of the game prepares you for the journey with Dream Creature recommendations and magic strategies.

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VOLUME 142 - MARCH 2001
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PLAYER'S PULSE

We were expecting a lot of letters on Nintendo Power's new look, but the sheer number still took us by surprise. One Monday morning, the Player's Pulse e-mail box had over 600 messages waiting to be read! Rest assured, we've read your comments and are taking them to heart. Read on for extended commentary on the new design choices.

RATING NOW PLAYING

I've seen the changes, and for the most part I have no complaints. It's good to change once in a while. The one I don't like is the Now Playing section. The idea of using stars is not good at all. Everything is too close in ratings. In the old Now Playing, you'd have a game with a rating of 7.7 and one of 8.3, but in the new system they'd both be a four!

Paul Oliveira
Via the Internet

Your new rating system is much less accurate. If you're reviewing two basketball games and they both get four stars, you don't know which one to try. In the old system, game A might get an 8.9, while game B gets a 9.2. See what I'm getting at?

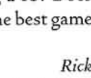
Richard Garfinkel
Via the Internet

The new rating system is terrible! The old system started at zero and ended at 10, but the new one ends at five. This causes ratings to be much less accurate. It's like trying to make a fine drawing with really thick crayons.

Hans Anderson
Via the Internet

The Now Playing redesign easily received the most letters, so we're going to take some time and try to address all of your concerns. To start out, we don't think the new system is less accurate, and here's why. In the old system, it was almost impossible for a game to get a perfect score. Even fabulous games like Majora's Mask or Banjo-Tooie would get only nine-point-somethings, and we felt that it was unfair to quality games. As for Richard's point about subtle differences, in our view there's not much difference between an 8.9 and a 9.2. By rating both games four stars, it more accurately describes our belief that both games are of high quality and worth a look.

Pokémon Puzzle Challenge got five stars. Is that the same as getting a 10? Does that mean it's the best game ever for GBC?



Rick
Via the Internet

Here's how the new system works. If we give a game five stars, it means we think it's one of the best games in that genre. So PPC is simply one of the best Game Boy puzzle games out there. Is it better than Hype: The Time Quest, which got four stars? Not necessarily, because it is rated as an action game, not a puzzle game. To help gamers even more, we've extended the reviewers' comments section and listed more of their favorite types of games. So if Sonja dislikes a puzzle game, that means a lot because puzzlers are her favorite type of game. We also try to stack the reviews—so if a new RPG comes out, we'll try to put in comments from Alan and Scott because they play a lot of RPGs and know the genre well. We won't always limit our commentary to reviewers who like that type of game, however. After all, other NP staffers might have played the game a lot or have something particularly insightful to say. In general, look for the reviewer whose taste most closely matches your own.

I'm concerned by changes to the Now Playing section. We

LETTER OF THE MONTH

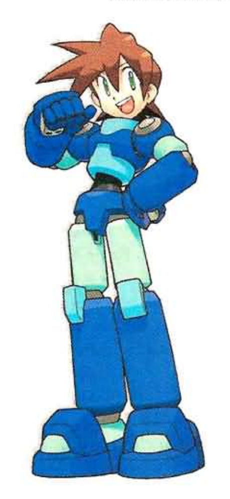
At the beginning of Majora's Mask, there's a tree that seems to be crying. And when you get the Mask of Scents from the Deku Butler he says, "My son has gone away." Well, at the end of the game you see the Deku Butler crying at the foot of the tree! Could the tree be his son?

Mr. Crash
Via the Internet

By jove, you've got it! Zelda sources confirm that the tree is indeed the butler's son! Kudos to Mr. Crash, and mega-kudos to the Majora's Mask designers for giving us a game full of wonderful secrets.

lost the categories like Game Design and Play Control. This information was valuable when deciding what game to buy. I don't care what score reviewers give a game, but I do want to know why a score is low, be it because of mediocre sound and graphics or frustrating play control.

Amanda
Via the Internet



Amanda wrote a great letter, and we're happy to address it. Our reviews still discuss graphics, play control and all other aspects of a game, but instead of assigning a numerical score we discuss it in the text. Rest assured, if a game has a clunky control scheme, someone will mention it. If you look at the Mega Man 64 review from Volume 141, you'll see that more than one person commented on the crazy camera movement. As for what scores reviewers give a game, nothing has actually changed in that regard. The old system relied on our opinions just as much as the new system does. Remember that we play video games for a living—we see dozens of them every month and most of us play them in our spare time on a number of different systems. It's like movie reviewers. You trust their opinion because they see hundreds of films every year, and they have a good idea of what works.

AND THE REST . . .

You guys have done a great job! The new look is great! I like how the Player's Pulse has more letters. I like the Now Playing section and how games are being rated. You guys should have more new looks in the future. Great job, Nintendo!

Anonymous
Via the Internet

I like that the comments in the Now Playing section were more lengthy. They added more about the game than they usually do. Oh, and I liked the background, too.

Oland Whitecotton
Lewisville, TX

I can't believe you took the Power Charts out! That's one of my favorite parts of the magazine!

Dan Fessler
Via the Internet

Another change that prompted some mail was the loss of the Power Charts. Why'd we do it? Simple—they rarely changed. GoldenEye and Ocarina, while great games, had a core of dedicated fans who always kept them in the top three, while the Game Boy charts had slowly become the Pokémon Charts. Nintendo is heading into a period of change, and with Game Boy Advance and the Nintendo GameCube coming up, the charts threatened to become an exercise in stagnation. We'll revisit the Power Charts once the new systems come out and see if they warrant a comeback.

One of the best changes is to the Pokécenter. It looks soooo awesome! And the picture border around Player's Pulse is an amazing idea.

Mike
Via the Internet

The changes to Classified Information were subtle but good, especially Code Cop. It's great to clear up rumors.

Michael Katzourin
Via the Internet

I like the new layout. It seems like everything is easier to find except Game Watch. It didn't tell me when the games would be released (spring, summer, future, etc.).

Anonymous
Via the Internet

I just got my January issue of NP, and I noticed that the Arena was missing. Where did it go? Did you forget to put it in or something? I just hope it was a mistake, because I really like the Arena, and a lot of NP subscribers will probably agree with me.

Robert Farr
Via the Internet

A lot of readers did agree with you, Robert, and sent us many

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If you are unable to find what you need at our website, contact us at: 1-800-255-3700 (1-800-422-4281 TDD)
Note: We are unable to answer game play questions on this line. 6 a.m.-9 p.m. Pacific time, Monday-Saturday 6 a.m.-7 p.m. Sunday. French- and Spanish-speaking representatives are available.

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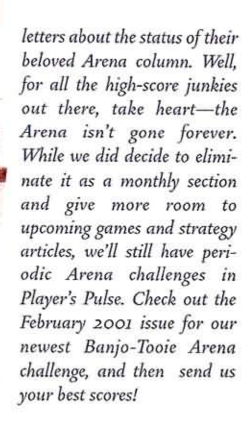


letters about the status of their beloved Arena column. Well, for all the high-score junkies out there, take heart—the Arena isn't gone forever. While we did decide to eliminate it as a monthly section and give more room to upcoming games and strategy articles, we'll still have periodic Arena challenges in Player's Pulse. Check out the February 2001 issue for our newest Banjo-Tooie Arena challenge, and then send us your best scores!

What's the deal with the Online section? All it does is list websites we already knew were there. Why not bring in our favorite online chat guests? NP trivia with Mike Frazier. Game tips of the month from wise NOATaylor. And Travis . . . uh, I'm sure he's useful for something.

Tim Paczakowski
Via the Internet

Observant readers may notice that Mr. Paczakowski is having a letter printed for the second month in a row. We'd normally never do such a thing, but his suggestion is a good one, it's timely and we felt that he should get the credit he so richly deserves. Look for just such information in Nintendo Online this month. As for your question on the website listings, we put them there because not all readers have every website bookmarked or memorized, and it is a good way to let them know what's out there. And a big thank-you to everyone else who wrote in with advice and opinions on our new look. Nintendo Power doesn't work without you!

POWER CHART

This month you get a peek into the Nintendo Call Center. We get thousands of monthly calls from gamers wondering how to beat a level, find an item, or if they've missed anything special. Below you'll find the games our 900 and Power Line numbers received the most calls about in 2000.

YEAR 2000 STUMPERS

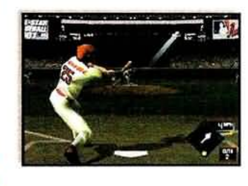
1. **The Legend of Zelda: Ocarina of Time**
2. **The Legend of Zelda: Majora's Mask**
3. **Donkey Kong 64**
4. **Pokémon Red, Blue & Yellow**
5. **The Legend of Zelda: Link's Awakening**
6. **Pokémon Gold & Silver**
7. **Perfect Dark**
8. **The Legend of Zelda: A Link to the Past**
9. **Super Mario 64**
10. **Jet Force Gemini**

PLAY BALL (OR PLAY NINTENDO)

Everyone in the USA says baseball is our favorite pastime. I'm with that. It's a great sport, but you have to admit that times have changed. Almost every kid has access to some type of electronic system, plays with it every day and loves it. So I say, vote Nintendo for America's favorite pastime!

Cameron McKeehan
Fairfax, TX

Sounds good to us! A great advantage to your plan is that Mario will never leave you for another gamer who offers him a multimillion dollar contract.



BUBBLE TROUBLE

My brothers are making me mad. They keep saying there was a game called Bubbles something. Please tell me what it is.

Anonymous
Via the Internet

Well, if it was for a Nintendo system, it was either Bubble Bobble, Bubble Bobble Classics, Bubble Bobble II, Bubble Ghost or Rainbow Island: The Story of Bubble Bobble. Many of those titles made appearances on both the Game Boy and the NES.

TOIL AND TROUBLE

I've got a Banjo-Tooie question. Why does Gruntilda want to be so pretty? Why doesn't she just use a spell? She's a witch, after all!

Alex Mallard
Wartrace, TN

Gruntilda using magic to make herself pretty? No one is that powerful.

A RARE EVENT

During Social Studies, we were learning about Egyptian gods and goddesses. One name caught my eye: Sekhmet! Being an avid Jet Force Gemini fan, I recognized the name. Turns out that Sekhmet is the goddess of war who looks out for the sun god, Ra. She fights off enemies, her breath is the hot desert sand and she has the head of a lion! Is that weird or what?

Lisa Kelley
Auburn, MA

Good eye, Lisa. There are actually a number of Egyptian mythology references in

YOU'RE A WINNER!

Nathan York of Kennewick, WA, an NP reader since 1997, got quite a surprise when he scored a Polaris snowmobile from the Player's Poll contest in issue 135. Nathan—who tells us his favorite Nintendo games are GoldenEye 007 and Pokémon Gold—is quite the natty dresser, as you can see from his sport coat ensemble. We assume he'll slip into something more comfortable when he hits the trails . . . like maybe a parka and ski mask!

JFG, including Anubis, who was the jackal-headed god of the underworld.

WHAT'S MY NAME?

Here's an idea for you: Let's ask Pokémon players what nicknames they've given to their Pokémon. It would be great to see how creative they can be! My Lugia bears the name "Stormrider."

Don Lewis
Fortuna, CA

Your wish is our command. Check out Write Away, Right Away for a wild all-encompassing nickname bash!

IT'S THE END OF THE WORLD AS WE KNOW IT

I found something, NP KREW! In Majora's Mask, if you go to Romani Ranch at night you can see two constellations. If you stand in front of the barn and look up, you should be able to find Orion and the Big Dipper. This proves the dimensional connections posted at radiozelda.com!

Robert McCutchan
Via the Internet

By chowder, you're right! It's a good thing that the search for The One was successful.

ARTWORK A-GO-GO

I wish to submit artwork, but I have no plans to part with my originals. Do you accept electronic files? I know of your virus paranoia, but I don't want my address revealed.

Mewtwo
Via the Internet

We didn't know Mewtwo drew, but we'll answer the query to avoid a Psychic blast. We would prefer that you not send artwork over the Internet. It's difficult to match file types and resolutions, plus receiving huge graphics files every ten minutes would make our computers very, very unhappy. If you don't want your name or address revealed, simply attach a note to the art. We'll honor the request.

YOSHI'S DANCE FEVER

I noticed that in Yoshi's Story, when you first turn it on and it shows the story, it sounds like the Yoshis are saying "Ooo, at the airport," instead of "Ooo, wah, oh wae, ooo." And when you beat a level, it sounds like "Theeee airport!" Just wondered if you knew that.

Audrey Haas
Via snail mail

Oooo, ahhhh, we love the airport. We love long lines and high prices and bad fooood . . . yeah!

THE DVD DILEMMA

I have a question about the Nintendo GameCube. Will the mini disc slot be big enough to play DVDs? Also, are any of you guys married or dating or what?

Conner
Via the Internet

The Nintendo GameCube will not play DVDs, Conner. There are a number of reasons for it, but basically we wanted to make the best gaming system we could and not concentrate on a lot of extras that could malfunction and/or dilute the unit's game play potential. Think about this: If the Nintendo GameCube played DVDs, your parents would use it to watch old movies and you'd never get to play a game! As for your other, er, question—some of us are married, and some are swingin' singles. And then there are a few people who spend all their time playing video games and think dates grow on trees.

Border art provided by:
Jenny Boland, Dallas, PA
Angela Brocone, Quartz Hill, CA
Chase Burghgrave, Geneseo, IL
Michael Caranante, West Islip, NY
Kristen Eade, Woodinville, WA
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Scott Weaver, Lake Havasu City, AZ
Beth Woodson, Cumberland, VA

WRITE AWAY, RIGHT AWAY

Don Lewis wants your Pokémon nicknames. An anonymous writer a few issues back mentioned having named the windmill guy from Ocarina "Bob." So what nicknames have you invented for your favorite characters? Funny, meaningful or just plain weird, we want to know. Send your responses to the address at the bottom of page nine.

ARTIST'S GALLERY

We've separated the wheat from the chaff at Artist's Gallery, and the result is a collection of Harvest Moon art that's sure to leave you smiling. Our next request is for an often overlooked theme: sports art! Send your most creative, bone-crunching pics to the address on the bottom of page nine—we'll publish the best of the best in our May issue.

Nick Kratsas • Pittsburgh, Pennsylvania

Aaron Blackman • Valparaiso, Nebraska

Bobby Moeller • Woodbridge, Virginia

Holly Bradley • Moleena, Illinious

Chad Robinson • Garland, Texas

Brian McGovern • Naperville, Illinois

Christopher Marble
Tracy, California

Heather Cattles • Mt. Pleasant, South Carolina

Cody Winn • Cedar City, Utah

Meaghen Krebsbach • Austin, Texas

DR. MARIO 64

THIS MONTH

Max Steel

Indiana Jones and the Infernal Machine

The Simpsons: Night of the Living Tree House of Horror

Mario Advance

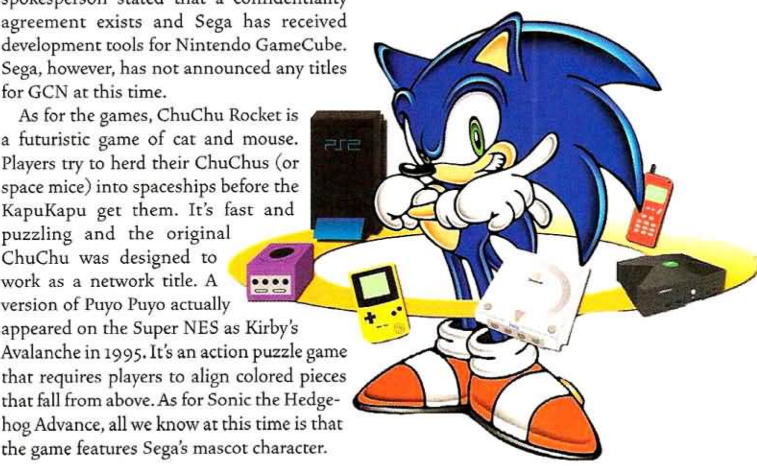
Also this month:
Lufia
Animal Forest
Top Gun
Rocket Power
Dragon Warrior III
and more...

SONIC RACES TO GAME BOY ADVANCE

Gamers, hold onto your Controllers. Sega Corporation in Japan has announced its official plans to release Game Boy Advance titles both in Japan and North America. Three Sega titles have been confirmed at this time: ChuChu Rocket, Puyo Puyo and Sonic the Hedgehog Advance. ChuChu Rocket is slated to be released in March along with the system launch in Japan. Puyo Puyo is set to be released in Japan this summer. Sonic the Hedgehog Advance will arrive with a simultaneous release in Japan and North America. When asked if Sega might create games for Nintendo GameCube, as well, a Nintendo spokesperson stated that a confidentiality agreement exists and Sega has received development tools for Nintendo GameCube. Sega, however, has not announced any titles for GCN at this time.

As for the games, ChuChu Rocket is a futuristic game of cat and mouse. Players try to herd their ChuChus (or space mice) into spaceships before the KapuKapu get them. It's fast and puzzling and the original ChuChu was designed to work as a network title. A version of Puyo Puyo actually appeared on the Super NES as Kirby's Avalanche in 1995. It's an action puzzle game that requires players to align colored pieces that fall from above. As for Sonic the Hedgehog Advance, all we know at this time is that the game features Sega's mascot character.

So what does this mean for gamers? In a nutshell, it means more quality games are on the way for Game Boy Advance. From the early '90s to today, Sega has produced numerous hits for their own consoles. Sonic the Hedgehog, Virtua Fighter and dozens of other titles and licenses have been highly successful over the years. Sega's new emphasis on creating quality games for multiple platforms means that more gamers will get to play those games. After all these years, Nintendo Power is thrilled finally to have the chance to cover Sega's games. We look forward to working closely with Sega to bring our readers the best coverage possible.



MARIO MAKES A HOUSE CALL

In the fall of 1990, Mario received an honorary degree from the Virological Institute, donned a white coat and stethoscope and went to work eradicating viruses on the NES and Game Boy. Fortunately for action puzzle fans, Dr. Mario wasn't entirely successful at wiping out the nasty germs, and he's set to return this April to save the gaming world from a virulent plague that has struck the N64.

IS THERE A DOCTOR IN THE HOUSE?

If you've been feeling sick about the lack of new N64 games in general, and puzzlers in particular, Dr. Mario has cooked up a cure that will have you back on top of the gaming world in no time. The N64 version of Dr. Mario features the same virus-eradicating action as previous outbreaks of the game. Prescribing powerful antiviral capsules, Dr. Mario gives you the tools to wipe out the inflammation of multicolored viruses. If you stack four capsules and viruses of the same color, the entire stack will vanish, thus eliminating a potential cause of disease. Your job is to manipulate the capsules in such a way that they stack up on the proper viruses. If you let the stack reach the top of the beaker, you'll lose the battle. Over time, the pace of the action picks up until it becomes truly feverish.

TAKE FOUR AND CALL US IN THE MORNING

In previous versions of Dr. Mario, two-player simultaneous matches were the limit. But in the N64 Dr. Mario, four practitioners can consult on the care of virally challenged beakers at the same time. As a multiplayer game, Dr. Mario becomes a furiously fast mix of capsule spinning and placement with players dumping extra capsules on their opponents. You don't even need multiple players, because the computer will take the place of any missing human physicians. There are two-player matches, as well, and one-player vs. the computer matches. Cinema scenes link a series of matches when you play as Dr. Mario or Wario in the Story Mode. The Puzzle Mode starts you off with a beaker full of nasty germs in hard-to-eradicate patterns. In the Vs. Computer Mode, you can pick from 13 characters at first and open up more characters as you progress. You can even set the difficulty and speed of opponents to create handicaps so players of differing skill levels can play against each other.

JUST WHAT THE DOCTOR ORDERED

If you liked Pokémon Puzzle League, Tetris Attack or Tetris, you won't be immune to the charms of Dr. Mario for the N64. It's colorful, fast, engaging and packed into an amazingly compact capsule of just 32 Megabits. You won't need any medical insurance to help pay the bill, either, because Dr. Mario has a suggested retail price of just $29.99. Now, that should be easy to swallow.

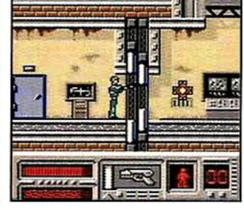
INCREDIBLE! A DOCTOR THAT MAKES HOUSE CALLS?

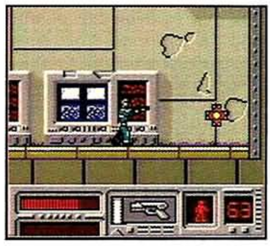
FIRST PLAY

HANDS-ON PREVIEWS OF UPCOMING GAMES

PART MAN, PART METAL, ALL GAME BOY

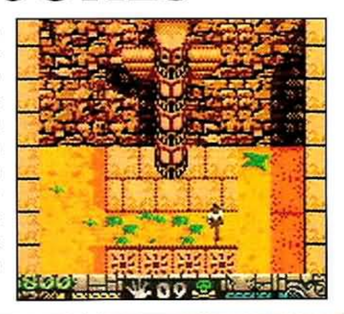
Max Steel: Covert Missions from Mattel Interactive and Torrus Games introduces the 3-D animated super agent from the Kids' WB! to Game Boy Color with a classy platformer that makes use of all of Max's N-tek probe-enhanced moves. Although you won't see the high-end graphics featured on the TV show, you will see the dangerous missions that lead Max into confrontations with the agents of the evil D.R.E.A.D. organization, which is committed to taking over the world in five years. You'll meet John Dread, Psycho, Alecto Bane and Vitriol while carrying out your missions. The missions send you off exploring mazes and battling D.R.E.A.D. operatives using weapons and Max's special powers. Mattel should have Max on duty and in stores by the end of March.

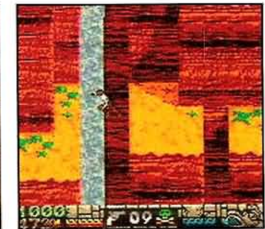




KEEPING UP WITH THE JONES

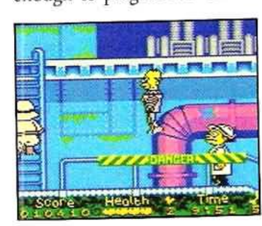
Indiana Jones and the Infernal Machine for Game Boy Color is a surprisingly faithful rendition of the N64 title from LucasArts. Scheduled for release by THQ later this spring, Indy has virtually all of the moves and elements found in the N64 game. He searches through similar stages, pulling blocks, flicking his whip, swimming in catacombs and collecting treasure and Health Kits. The three-quarters perspective is less detailed than the 3-D environments of the N64, but the game, like its predecessor, is packed with puzzles, intrigue, combat and adventure. Indiana circles the globe in 15 stages to prevent the Soviets from gathering the pieces to create the Infernal Machine. Cinematic sequences help tell the story, and Hot Gen Studios, the developer of the game, has even managed to squeeze Indy's theme music into the 32-Megabit Game Pak. It's a truly ambitious project for GBC. THQ hopes to have Indy in your hands by April or May. Our look at an early version of Indy was cool enough to make us want much more.





A TITLE OF TERROR

THQ plans to release a game with such a long and horrifying title that consumers are sure to buy it just so they can blink in disbelief at The Simpsons: Night of the Living Tree House of Horror for Game Boy Color. If those same consumers manage to swallow their fears long enough to plug in the Game Pak, they'll find a flashy Simpsons platformer in which they can play as Bart, Homer, Marge, Lisa and Maggie Simpson in six wacky levels. What's happening to the Simpsons? Their souls have been planted at the bottom of the Tree of Terror while their bodies are in Bart's treehouse above. Players must gather items and counter the evil plans of Mr. Burns, who has become a vampire, and the citizens of Springfield, who turn into zombies. Somehow it will help the Simpsons' souls reunite with their bodies. Popular characters including Principal Skinner, Moe and Krusty also appear in the Halloween-themed game. With weirdness like that, who needs TV?



PROPER ADVANCES

This month's gallery is filled with more glittering graphics from the Game Boy Advance development teams at Nintendo Co. Ltd. We're concentrating on Mario Advance (still a tentative title) and F-Zero Advance—two of the Japanese launch titles that are likely to be among the first games released this summer when Game Boy Advance arrives in North America. We've also thrown in a few extra shots of Game Boy Wars Advance, a strategy war game that may also cross the Pacific some time soon.

Golden Sun Advance

F-Zero Advance

Mario Advance GBA

Game Boy Wars Advance

Game Boy Wars Advance

ONE HUGE ADVANCE IN GAMING TECHNOLOGY.

N-SIDER NEWS

BREAKING NEWS IN THE WORLD OF GAMES

LUFIA RETURNS

The day will soon dawn when RPG fans awake to discover that Natsume's long-awaited epic, **Lufia: The Legend Returns** for Game Boy Color, is calling their names. The legend began in 1993 when Taito released **Lufia & the Fortress of Doom** for the Super NES. It grew stronger three years later when **Lufia II: The Rise of the Sinistrals** appeared. For five years the legend has slept, but now it is stirring. Natsume is just completing the English translation and hopes to release the game this spring. NP's exclusive screen shots from Natsume show highly detailed graphics of overworld and interior areas of the game. The battle system, said to be similar to the system used in Lufia II, allows you to use weapons, spells, items or your shield. As for the story, 100 years have passed since Doom Island sank into the

Lufia: The Legend Returns

waves, and 12 heroes have appeared in the land to combat the growing darkness—among them are a Warrior, a Magician, a Princess, a Pirate, a Robber, a Wanderer and an Idol. They head for the "Tower of Judgement" together, in quest of something that they don't understand. All will become clear one day soon. Awaken, dreamer, awaken!

TITUS PUSHES THE ENVELOPE

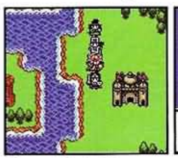
Welcome to **Top Gun**, where the best U.S. naval aviators learn to fly with the very finest pilots in the world. As one of the best of the best, you'll take to the air in your F-14 Tomcat, flying missions at Miramar. Titus' Game Boy Color title, although still in the early stages, takes a page from EA's Strike series when it comes to graphics. You'll use missiles, bombs and guns to attack targets on the ground and fulfill your mission requirements. Pilots will have to keep their eyes peeled or risk slamming into canyon

Top Gun

walls or running out of gas. Takeoffs and landings may be easy in the game, but you'd better bring along a good navigator to keep you on task.

DW III GALLERY

If you enjoyed seeing Dragon Warrior I and II on Game Boy Color, you'll love what's in store with **DW III**. Enix has provided Nintendo Power and you with the first screen shots of the upcoming RPG with translated English text. Enix also reports that DW III will feature a number of elements that weren't found in the original NES game, including larger, more detailed sprites, detailed castle and town images in the overworld, a cinematic prologue describing the story of Ortega, fully animated enemy and magic effects during combat, a detailed personality test to determine your character's class and course in the game, a monster medal collecting and trading feature that



Dragon Warrior III

unlocks secrets and a new translation that captures the subtleties of the original Japanese text. And did we mention how nice it looks?

SEE VICKIE RUN

From the combat of 3DO's Army Men series of games to the action of **Portal Runner**, Vickie has come a long way in a short time. The green-haired wonder woman's new adventure places her in a side-scrolling platformer that mixes elements of Tomb Raider and Castlevania—not a bad combination. Armed with a bow and arrow, a super jump and the occasional helping paw from a friendly lion, Vickie fearlessly enters castles, jungles, enchanted forests and spaceships, searching for a way home to save Sarge. The licensing gurus at 3DO hope to make Vickie a gaming staple with the action series that debuts on Game Boy Color this spring.

Portal Runner

ADVANCE WARNING

With the Japanese launch of **Game Boy Advance** less than a month away, and with almost three million retail orders already booked, it seems as if Game Boy Advance will be off to the fastest start in video game system history. Nintendo Power has a couple of updates for you regarding the heir apparent to the handheld market. First, we need to make a correction to some information listed in the January bonus special. It seems that the battery life for GBA will be 15 hours instead of the reported 20 hours. Those pretty graphics come at a slightly higher energy cost than originally anticipated by Nintendo's engineers. And speaking of colors, Nintendo of America has confirmed that all three colors for GBA will appear in North America at launch. You'll find indigo, white and milky blue Game Boy Advances waiting for you on store shelves this summer.

THE WORD IS MORE BIRD AND OTHER NEWS

Not all is gloom and doom for N64 players seeking new experiences. Activision shared with Nintendo Power the exclusive news that **Tony Hawk 2** is headed to the N64 late this summer. We'll have more from Activision and the Birdhouse ASAP.

GAME WATCH FORECAST

Commander Keen

In other news, TDK Mediactive has acquired the rights to create a Game Boy Color game based on the upcoming SKG movie, *Shrek*. The list of new Game Boy Color titles in development doesn't stop there, either. Check out the following list: **Curious George's Adventures, Mary Kate & Ashley's Winner's Circle, Batman: Chaos in Gotham, Extreme Wheels, Looney Tunes: Dizzy's Candy Quest, Commander Keen, Ultimate Surfing,**

High Heat Major League Baseball 2002

Toy Story Racer, **Tonka Raceway** and **The Land that Time Forgot**. To top things off, 3DO has just announced that **High Heat Major League Baseball 2002** for GBC will be released this spring. Sounds like a grand old game.

ANIMAL FOREST

As an extra treat for the readers this month, NP presents a new screen shot of **Animal Forest** from Nintendo in Japan. The beautiful N64 game is really more like an ongoing event than a game, although there are tasks that players must perform. Enjoy.

Animal Forest

Mario Party 3

Nintendo

The Legend of Zelda: Oracle of Seasons

Nintendo

Mary Kate and Ashley's Winner's Circle

Acclaim

Toy Story Racer

Activision

Batman: Chaos in Gotham

Ubi Soft

Ultimate Surfing

Natsume

NINTENDO 64

- DR. MARIO 64
- MARIO PARTY 3
- TONY HAWK 2

GAME BOY COLOR

- ALIENS
- ALONE IN THE DARK
- AMF BOWLING
- BATMAN: CHAOS IN GOTHAM
- COMMANDER KEEN
- CRUSADERS OF MIGHT & MAGIC
- CURIOUS GEORGE'S ADVENTURES
- DOUG'S BIG GAME
- DRAGON WARRIOR III
- EGGBERT
- EXTREME WHEELS
- GAUNTLET LEGENDS
- HERCULES
- HIGH HEAT MAJOR LEAGUE BASEBALL 2001
- INDIANA JONES AND THE INFERNAL MACHINE
- KIRBY'S TILT 'N' TUMBLE
- THE LAND THAT TIME FORGOT
- LOONEY TUNES: DIZZY'S CANDY QUEST
- LUFIA: THE LEGEND RETURNS
- MARY KATE & ASHLEY'S WINNER'S CIRCLE
- MAX STEEL: COVERT MISSIONS
- PORTAL RUNNER
- ROCKET POWER
- RUNELORDS
- SHREK
- THE SIMPSONS: NIGHT OF THE LIVING TREE HOUSE OF HORROR
- T-TEX
- TONKA RACEWAY
- TOP GUN
- TOY STORY RACER
- ULTIMATE SURFING
- V.I.P.
- THE WORLD IS NOT ENOUGH
- XENA: WARRIOR PRINCESS
- ZELDA: ORACLE OF AGES
- ZELDA: ORACLE OF SEASONS

GAME BOY ADVANCE

- AERIAL ACES
- BOMBERMAN STORY*
- CAESARS PALACE
- CASTLEVANIA: CIRCLE OF MOON*
- CHU CHU ROCKET
- EARTHWORM JIM
- F-18
- F-ZERO ADVANCE*
- FIEVEL: AN AMERICAN TAIL
- FIRE EMBLEM*
- THE FLINTSTONES
- FORTRESS
- GAME BOY WARS ADVANCE*
- GOLDEN SUN*
- GOLF MASTER*
- HORSE RACING DERBY*
- IRIDION 3-D
- JELLY BELLY
- KURU KURU KURU-RIN*
- LAND BEFORE TIME
- LEGO RACERS II
- M&MS: LOST IN TIME
- MAGICAL VACATION*
- MAIL DE CUTE*
- MARIO ADVANCE*
- MARIO KART ADVANCE*
- MEN IN BLACK
- MLB SLUGGERS
- MOMOTARO FESTIVAL*
- MONSTER BREEDER*
- MS. PAC-MAN ADVANCED
- NAMCO MUSEUM ADVANCED
- NAPOLEON*
- NFL BLITZ 2002
- NHL HITZ
- PAC-MAN ADVANCED
- PAINTBALL
- PINOBEE*
- PITFALL
- PUYO PUYO
- READY 2 RUMBLE BOXING ROUND 2
- ROCKMAN EXE*
- SILENT HILL*
- SONIC THE HEDGE ADVANCE
- STAR COMMUNICATOR*
- TACTICS OGRE*
- TEKKEN ADVANCED
- TINY TOONS (2 TITLES)
- TOP GEAR GT*
- TWEETY AND THE MAGICAL JEWEL*
- WAI WAI RACING*

* ANNOUNCED IN JAPAN

Hercules

Titus

Golden Sun

Nintendo

Online Chat Hosts Tell All

Every weekday at 4 p.m. Pacific, 7 p.m. Eastern, gaming enthusiasts gather for a three-hour online chat session that covers a wide variety of Nintendo-related subjects. Five chat hosts, all of them Game Play Counselors, moderate the sessions and impress chatters with their voluminous Nintendo knowledge.

The always punctual NOA Taylor hosts the first hour. She has been a chat host for all but the first four months of her three years at Nintendo. Regular chatters know that she likes to eat Nacho Cheese flavored Doritos during sessions and that she has a perpetually upbeat style. "I usually put a smiley face at the end of sentences," she says.

Overseeing the second hour is the chat host with the longest tenure at Nintendo, NOA Mike. He is a 12-year vetran of the Nintendo of America call center and has officially been a chat host since 1997. Mike goes by the nickname "Meekly" or "Meekly Mouse" because of his soft and friendly attitude. He drinks green tea while online and likes to quiz chatters on many subjects, including biochemistry.

Five online hosts and one Pikachu—Nintendo chat moderators are, from left to right, Mac, Mike, Rushmore, Taylor and Travis.

The host of the last hour, NOA Travis (a.k.a. "Frog Boy"), has been a chat host since 1995 and has worked at Nintendo for more than 10 years. Travis's nickname comes from a Game Boy Pocket print ad in which he appeared with a very large frog. He owns a '78 Mustang Cobra, and chat room regulars will mention his car when they want to give him a hard time, telling him that they are taking the car for a ride or "doing bad things to it," says Travis. It's all in the spirit of fun. "You have to take everything with a grain of salt," he continues. "Everybody pokes fun at everybody."

The newest additions to the chat host team are substitute hosts NOA Mac and NOA Rushmore. Mac debuted in the 1999 edition of Camp Hyrule, an annual weeklong chat marathon that takes place in late summer. Rushmore became a part of the group with Camp Hyrule 2000.

In their daily sessions, the hosts can usually be found in the Pool, one of five rooms that chatters can go to and the place where all chatters start when they log on. The hosts try to keep the conversation from wandering too far from the subject while offering a ton of Nintendo tips and trivia. Chat sessions "take on a life of their own," says Travis. In keeping it under control, their personalities can range from that of "the cooler older siblings to hall monitors." Taylor adds that some of the regular chatters see the hosts as "cool adults that they can talk to," and that the conversation sometimes turns to the broader subject of growing up as part of the video game generation.

In the end, the conversation always comes back to Nintendo games, from the latest tips for Banjo-Tooie and The Legend of Zelda: Majora's Mask to an ongoing dialogue about what makes a good Pokémon team.

To participate in the daily chats, log on to nintendo.com and follow the NSIDER link to the main chat page. After you sign up for a chat name, you can join in on the conversation.

QUICK BYTES

POWER PLUG

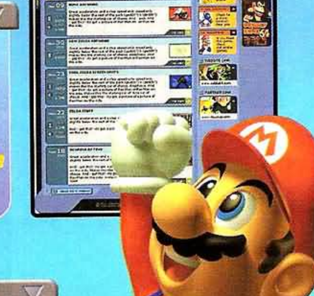
If you just can't get enough Nintendo Power, you can plug in to nintendopower.com for follow-ups to features from current issues. The Volume 142 update includes movies of Pokémon Stadium 2 and much more. Also, look for a Pokémon Stadium 2 site ro go online soon. We'll have information about that site in next issue's column.

NP ONLINE

You can meet and chat with the writers of Nintendo Power in a power-packed hour of questions and answers online. Thursday, March 1st at 7 p.m. Eastern, 4 p.m. Pacific, the authors of your favorite Nintendo Power columns and features will be online at nintendo.com for a 60-minute chat session. Log on, listen in and participate.

WEBSITE NEWS

The relaunch of nintendo.com is imminent. When the site goes up, Nintendo Power subscribers will have an exclusive first look at information that the rest of the world will have to wait to see. To the right is an example of what a subcribers-only page might look like.



HIT LIST

Pokémon sites continue to see the most action among official Nintendo sites that focus on a particular game or series. Pokemon.com, the launching pad for all official Pokémon-related sites, had 1,470,155 unique visitors last December. Our top five are shown to the right.

1. pokemon.com
2. pikachu.com
3. zelda.com
4. pokemonpuzzlechallenge.com
5. banjo-tooie.com

CUSTOM CONNECTION

You can frame your web-surfing sessions with a flair for Nintendo games and characters by downloading a custom Nintendo browser. If you navigate the Internet using Internet Explorer on a Microsoft Windows-equipped PC, you can download and use browsers that feature Mario Tennis, the Legend of Zelda series, Pokémon Gold and Silver versions and, now, Paper Mario. To check them out, log on to nintendo.com and click on the Nintendo Browsers link.

NINTENDO WEBSITE LIST

banjo-kazooie.com
banjo-tooie.com
bioniccommando.com
camphyrule.com
carringtoninstitute.com
conker.com
datadyne.com
dkr.com (Diddy Kong Racing)
donkeykong64.com
excitebike64.com
funtography.com
fzerox.com
gameboy.com
gameboy.com/aliceinwonderland
gameboy.com/crystalis
gameboy.com/littlemermaid
gameboy.com/warlocked
heyyoupikachu.com
jetforcegemini.com
kirby64.com
mariogolf.net
marioparty.com
marioparty2.com
mariotennis.com
mickeysspeedwayusa.com
nintendo.com/goldeneye007
nintendo.com/n64/ccsite (Command & Conquer)
nintendo.com/n64/newtetris
nintendo.com
nintendopower.com
nintendosports.com
papermario.com
perfectdark.com
pokemon.com
pokemoncardgb.com
pokemongold.com
pokemonpuzzleleague.com
pokemonsilver.com
pokemonsnap.com
pokemonstadium.com
radiozelda.com
ridgeracer64.com
rogue.nintendo.com (Star Wars: Rogue Squadron)
smashbros.com
starcraft64.com
starfox64.com
swracer.n64.com (Star Wars: Episode I: Racer)
waluigi.com
warioland3.com
yoshisstory.com
zelda.com

When you see the NP logo next to a tip or game preview in Nintendo Power, it means you can see more on nintendopower.com.

The thrill of Pokémon battling Pokémon returns to the N64 with the release of Pokémon Stadium 2 from Nintendo. The original Stadium might have set sales records and wowed the Pokémon crowd, but Pokémon Stadium 2 has even more Pokémon, more battles, new minigames and exciting new features such as the Pokémon Lab and Earl's Pokémon Academy. Step into the Stadium.

POKéMON PREP

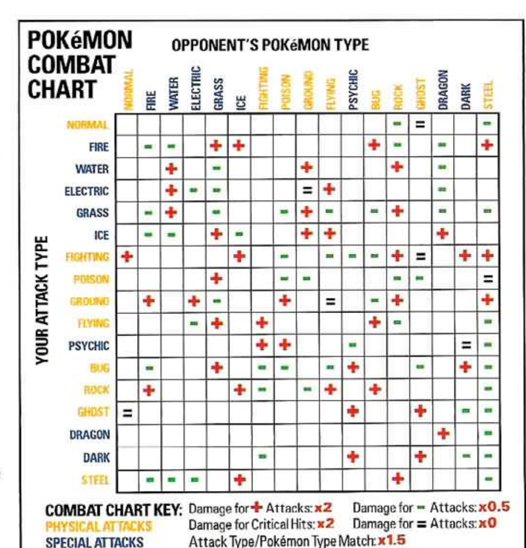
Pokémon aren't just cute, cuddly critters—they're proud, fierce and feisty. In Pokémon Stadium 2, you'll find the new Pokémon from Pokémon Gold and Silver Versions and the familiar Pokémon from the original Blue, Red and Yellow games. Using a Transfer Pak, which you can purchase separately, bring in your own specially trained Pokémon from any of those five games.

TYPE HYPE

Pokémon belong to classifications called "types." A Pokémon's type determines how effective its attacks will be against other types of Pokémon.

ATTACKS & SNACKS

Rental Pokémon have preset attacks. You should look for just the right combinations of Pokémon and attacks. Useful Berries are available, too.



POKéMON COMBAT CHART

OPPONENT'S POKéMON TYPE

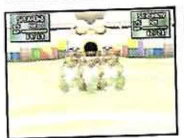
YOUR ATTACK TYPE	NORMAL	FIRE	WATER	ELECTRIC	GRASS	ICE	FIGHTING	POISON	GROUND	FLYING	PSYCHIC	BUG	ROCK	GHOST	DRAGON	DARK	STEEL
NORMAL													-	=			-
FIRE		-	-		+	+						+	-		-		+
WATER			+		-				+				+		-		
ELECTRIC			+	-	-				=	+					-		
GRASS		-	+		-			-	+	-		-	+		-		-
ICE		-	-		+	-			+	+					+		
FIGHTING	+					+		-		-	-	-	+	=		+	+
POISON					+			-	-				-	-			=
GROUND		+		+	-			+		=		-	+				+
FLYING				-	+		+					+	-				-
PSYCHIC							+	+			-					=	-
BUG		-			+		-	-		-	+			-		+	-
ROCK		+				+	-		-	+		+					-
GHOST	=										+			+		-	-
DRAGON															+		-
DARK							-				+			+		-	-
STEEL		-	-	-		+							+				-

COMBAT CHART KEY: Damage for + Attacks: x2 Damage for - Attacks: x0.5
PHYSICAL ATTACKS Damage for Critical Hits: x2 Damage for = Attacks: x0
SPECIAL ATTACKS Attack Type/Pokémon Type Match: x1.5

BATTLE BASICS

There are thousands of strategies for Pokémon battles. It's your job to pick the best team to match up against any combination that your opponent might use. When you're playing the Cups and Gym Leaders in Stadium 2, you'll learn which Pokémon you'll face, and that will give you an advantage in selecting teams.

DEFENSIVE MOVES



Defensive moves protect your Pokémon by raising their defense or agility stats or by lowering the attack or accuracy stats of opposing Pokémon.

SWITCHING OUT

When your opponent has an advantage, it's better to switch Pokémon than risk losing your current Pokémon. Bring in one that's a better match.

ATTACK MOVES

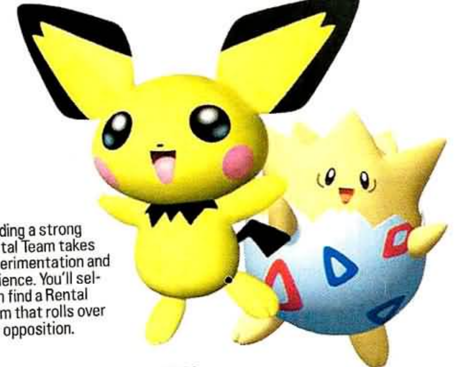
Pokémon use Physical attacks and special attacks. The attack stats indicate the relative strengths of regular attacks and Special attacks.

CRIPPLING ATTACKS

Some attacks can freeze, stun or hypnotize an opponent so it can't fight back. Other attacks keep inflicting damage turn after turn.

ITEMS

Opponents may hold items that power up certain types of attacks. You can give your Pokémon Berries that help restore status or HP.



RENT-A-POKéMON

Stadium 2 comes with built-in Rental Pokémon that you can use instead of importing your own. Create your team of Rental Pokémon based on the opponents that you'll face. As you progress in a tournament, write down all the Pokémon you encounter and look for Rentals that will match up well against them.

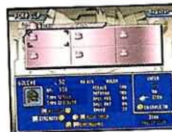
WHY BUY WHEN YOU CAN RENT?

Building a strong Rental Team takes experimentation and patience. You'll seldom find a Rental Team that rolls over the opposition.

RAISED POKéMON

Trainers always raise the best teams, because raised Pokémon can have higher stats for Attack, Defense, Special Attack, Special Defense, Speed and HP than rentals. Raised Pokémon can have a better mix of attacks and moves, as well, making them more effective against more types of Pokémon. To create the ultimate team, however, you still need to know which Pokémon you'll face.

BUILD A BETTER POKéMON



Pokémon with dual attributes such as Water-and-Electric-types match up better against more opponents than single-attribute types. Give your Pokémon moves that complement each other such as Hypnosis and Dream Eater.

RAISED

#76 GOLEM

ROCK GROUND

LEV. 52	HP. 166
ATTACK	140
DEFENSE	165
SPECIAL ATTACK	84
SPECIAL DEFENSE	94
SPEED	77
ROLLOUT	RCK
STRENGTH	NRM
ROCK THROW	RCK
EARTHQUAKE	GRD

RENTAL

#76 GOLEM

ROCK GROUND

LEV. 50	HP. 161
ATTACK	137
DEFENSE	157
SPECIAL ATTACK	81
SPECIAL DEFENSE	91
SPEED	71
MAGNITUDE	GRD
HARDEN	NRM
ROCK THROW	RCK
ROCK SMASH	FTG

WHITE CITY

White City is where most of the action takes place in Pokémon Stadium 2. When you enter White City, you'll see a map of the town spread before you. Move the rotating Magneton cursor to select the Stadium, the Lab, the Academy, the Castle or other areas. There's something for everybody in White City. Now it's time to take a quick tour through the home of Pokémon competition.

1. STADIUM

The Stadium is where you'll enter the Cup tournaments such as the Little Cup, Poké Cup, Prime Cup and Challenge Cup. Each Cup is a test of your Pokémon Trainer skills.

LEVELS OF COMPETITION

In the Little Cup, you'll face Pokémon no greater than level 5. The Poké Cup is for Pokémon between levels 50 and 55.

Each Cup or Ball has at least eight battles. You'll win extra lives by winning a badge without losing a single Pokémon.

2. POKéMON LAB

Professor Oak helps you organize your Pokémon game, switching Pokémon between Game Paks and arranging items. You can even check out a cool 3-D Pokédex with Pokémon that you can rotate.

ORGANIZE YOUR PAK

Rearrange your items, reorder your Pokémon's moves, move Pokémon between Game Paks and check on all your moves, items and Pokémon.

3. MY ROOM

What does your room look like in 3-D? Plug your Gold or Silver Game Pak into a Transfer Pak and head to the My Room Mode in White City. You'll see all your special gifts in the room.

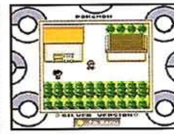
GO TO YOUR ROOM

You can change decorations such as dolls, plants, posters and game consoles that you've collected through Mystery Gifting.

4. GB TOWER

If you'd like to see the big picture when it comes to playing Pokémon, use a Transfer Pak and load your adventure into Stadium 2. When you go to the GB Tower, you can resume playing your game on the TV.

PLAY AT HOME



Pokémon Gold and Silver look even better on the big screen. The adventure is the same, but the view is easier on the eyes.

5. POKéMON ACADEMY

The Academy is divided into two areas—the Classroom and the Library. In the Classroom, you can see lectures and take quizzes about Pokémon training. The Library holds reference data.

KNOWLEDGE IS POWER

The Library has six categories of interest to Pokémon Trainers. You can find complete stats, moves, matchups, items, controls and Egg Groups.

6. FREE BATTLE

Enter the Stadium to compete against your friends or the computer in the Free Battle. Up to four players can join in, and you can decide which rules to use.

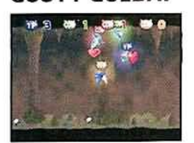
JUST FOUR FUN

Create your own tournament for four players. Use the rules from any Cup, or edit the rules to suit your taste. You can even play on teams.

7. MINIGAMES

The Minigame Mode was a hit on the first Pokémon Stadium, and the new minigames in Stadium 2 are guaranteed to win over even more fans. The games are one-player or multiplayer contests of skill for up to four players. The 12 games include racing, counting, timing, catching and other challenges. They're easy to learn and hard to master.

GUSTY GOLBAT



Four Golbats flap and flutter as they chase a flock of hearts. Catch as many hearts as you can, and avoid the Magnemites and other Golbats.

TOPSY-TURVY

Hitmontop puts a new spin on fighting games. The object is to knock your opponents out of the ring as often as you can.

CLEAR-CUT CHALLENGE

Pinsir and Scizor compete to cut falling logs precisely on the white lines. The closer your cut is to the line, the more points you'll earn.

FURRET'S FROLIC

Furret and friends are trying to hit the Poké Balls to score goals. The movement is simple, but the pace is frantic.

BARRIER BALL

Imagine a four-sided Pong match. Mr. Mime paddles multiple balls past its opponents while protecting its own goal.

PICHU'S POWER PLANT

You'll get a charge out of Pichu's antics in the Power Plant. Face the electrodes and rapidly press the A or B Button to charge up your Pichu.

RAMPAGE ROLLOUT

Donphan is the star of the Rollout racing challenge. The race lasts nine laps, and obstacles keep popping up to keep your rage rolling.

STREAMING STAMPEDE

As various Pokémon stampede across the screen, four contestants count only the chosen kind. Don't blink or you might miss the winning number.

TUMBLING TOGEPI

Togepi tumbles down a hillside set with obstacles. Avoid the plants, logs and rocks and hit the arrows for boosts of speed.

DELIBIRD'S DELIVERY

You must waddle to the packages at the bottom of the screen and deliver them to the conveyor belt at the top for points.

EGG EMERGENCY

As 100 Eggs fall from above, Chansey must catch them in its pouch. If you catch a Voltorb instead, be prepared for a shock.

EAGER EEVEE

Eevee's take on musical chairs involves fake moves and tempting fruit. When the lid in the center lifts to reveal fruit, race for the taste.

8. GYM LEADER CASTLE

Gym Leaders from Johto and Kanto await your arrival at the Gym Leader Castle. You'll face 38 battles with the cream of the Pokémon Trainer crop. If you defeat Lance at the top of the Johto Castle, you'll move on to face the Trainers from Kanto.

FIGHT TO THE TOP

Gyms may have as few as one Trainer and as many as five Trainers, and none of them are pushovers. You get to select a new team for every Gym.

MORE MODES

The Battle Now! and Event Battle Modes round out the play choices for Stadium 2. One or two players can enter Battle Now! The Event Battle is for two players with raised teams.

BATTLE NOW!

You'll launch straight into a battle with a team that is chosen for you in the Battle Now! Mode. It's for impatient but skilled Trainers.

EVENT BATTLE

The Event Battle Mode is for two players who have entered their own teams into Game Paks One and Two.

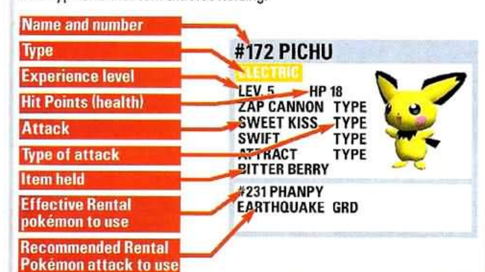
The Mystery Gift girl is available for Mystery Gift exchanges every day. You can get cool prizes to put in your room. Pokémon dolls, wall posters, items and even an N64 console are yours for the taking.

THE LITTLE CUP

Just because the Pokémon in the Little Cup are at level 5 doesn't mean that the tournament isn't a challenge. In fact, the Little Cup provides one of the best challenges in Pokémon Stadium 2. Trainers have virtually no margin for error. Power picks the top Rental team and strategies for winning, but you could do better by building your own team from scratch.

POKéMON STATS CHART

The stats chart shows the attacks available for every Pokémon that you rent or that you face in the game. You'll also see your foe's HP, level and type and the item that it's holding.



LITTLE CUP

RECOMMENDED RENTAL POKéMON

Phanpy and the powerful Earthquake move get a big workout while Wooper is there for variety. Machop's Vital Throw and Chinchou's dual Water and Electric abilities are central to your strategy. Spearow and Abra round out the team nicely.

#21 SPEAROW

NORMAL FLYING

LEV. 5
HP 19

DRILL PECK	FLY
MIRROR MOVE	FLY
FURY ATTACK	NRM
PURSUIT	DRK

#63 ABRA

PSYCHIC

LEV. 5
HP 18

PSYCHIC	PSY
FLASH	NRM
THIEF	DRK
ENDURE	NRM

#66 MACHOP

FIGHTING

LEV. 5
HP 22

VITAL THROW	FTG
SCARY FACE	NRM
DIG	GRD
FORESIGHT	NRM

#170 CHINCHOU

WATER ELECTRIC

LEV. 5
HP 22

WATER GUN	WTR
SUPERSONIC	NRM
SPARK	ELC
FLAIL	NRM

#194 WOOPER

WATER GROUND

LEV. 5
HP 21

SURF	WTR
HAZE	ICE
DIG	GRD
MIST	ICE

#231 PHANPY

GROUND

LEV. 5
HP 24

EARTHQUAKE	GRD
GROWL	NRM
FLAIL	NRM
DEFENSE CURL	NRM

BATTLE 1-YOUNGSTER: BERNIE

#175 TOGEPINY

NORMAL

LEV. 5	HP 19
ENCORE	NRM
METRONOME	NRM
CHARM	NRM
HEADBUTT	NRM
FOCUS BAND	

#63 ABRA
PSYCHIC PSY

#138 OMANINY

ROCK WATER

LEV. 5	HP 19
ANCIENT POWER	RCK
BITE	DRK
SURF	WTR
CONSTRICT	NRM
KING'S ROCK	

#170 CHINCHOU / #63 ABRA
SPARK WTR
PSYCHIC PSY

#191 KERNINY

GRASS

LEV. 5	HP 19
SUNNY DAY	FIR
GROWTH	NRM
MEGA DRAIN	GRS
ABSORB	GRS
MIRACLE SEED	

#21 SPEAROW / #63 ABRA
DRILL PECK FLY
PSYCHIC PSY

#218 SLUGINY

FIRE

LEV. 5	HP 20
FLAMETHROWER	FIR
ROCK THROW	RCK
SMOG	PSN
HARDEN	NRM
BERRY	

#170 CHINCHOU / #63 ABRA
WATER GUN WTR
PSYCHIC PSY

#7 SQUIRTINY

WATER

LEV. 5	HP 19
BITE	DRK
RAPID SPIN	NRM
STRENGTH	NRM
SURF	WTR
MYSTIC WATER	

#170 CHICHOU / #63 ABRA
SPARK ELC
PSYCHIC PSY

#56 MANKINY

FIGHTING

LEV. 5	HP 20
CROSS CHOP	FTG
THUNDERPUNCH	ELC
FIRE PUNCH	FIR
ICE PUNCH	ICE
PINK BOW	

#63 ABRA
PSYCHIC PSY

BATTLE 2-PICNICKER: BUENA

#174 IGGLYBASK

NORMAL

LEV. 5	HP 24
SWEET KISS	NRM
FIRE BLAST	FIR
DEFENSE CURL	NRM
ROLLOUT	RCK
BERRY JUICE	

#66 MACHOP
VITAL THROW FTG

#209 SNUBASK

NORMAL

LEV. 5	HP 21
LICK	GHO
TAKE DOWN	NRM
BITE	DRK
SCARY FACE	NRM
BERRY	

#66 MACHOP
VITAL THROW FTG

#52 MEOWBASK

NORMAL

LEV. 5	HP 19
SCREECH	NRM
HEADBUTT	NRM
BITE	DRK
THUNDER	ELC
QUICK CLAW	

#66 MACHOP / #63 ABRA
VITAL THROW FTG
PSYCHIC PSY

#16 GEYBASK

NORMAL FLYING

LEV. 5	HP 19
MIRROR MOVE	FLY
STEEL WING	STL
GUST	FLY
MUD-SLAP	GRD
GOLD BERRY	

#170 CHINCHOU
SPARK ELC

#19 TATABASK

NORMAL

LEV. 5	HP 18
QUICK ATTACK	NRM
HYPER FANG	NRM
FOCUS ENERGY	NRM
DIG	GRD
BRIGHT POWDER	

#66 MACHOP / #63 ABRA
VITAL THROW FTG
PSYCHIC PSY

#216 TEDDIBASK

NORMAL

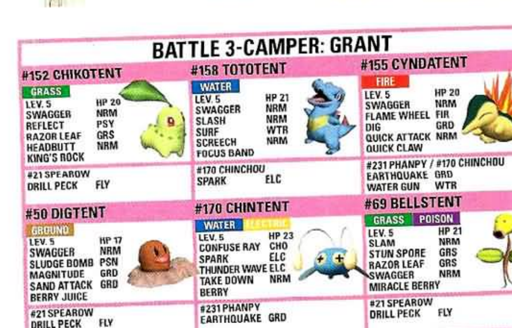
LEV. 5	HP 21
LICK	GHO
FURY SWIPES	NRM
FAINT ATTACK	DRK
THUNDERPUNCH	ELC
FOCUS BAND	

#66 MACHOP
VITAL THROW FTG

Abra alone could deal with most of Bernie's team, but Chinchou and Spearow add more punch to your attack. Lead with Abra.

Obviously, you'll want to lead with Machop in the second battle. Include Chinchou and Abra as backups.

BATTLE 3-CAMPER: GRANT



#152 CHIKOTENT
GRASS

LEV. 5	HP 20
SWAGGER	NRM
REFLECT	PSY
RAZOR LEAF	GRS
HEADBUTT	NRM
KING'S ROCK	
#21 SPEAROW	
DRILL PECK	FLY

#158 TOTOTENT
WATER

LEV. 5	HP 21
SWAGGER	NRM
SLASH	NRM
SURF	WTR
SCREECH	NRM
FOCUS BAND	
#170 CHINCHOU	
SPARK	ELC

#155 CYNDATENT
FIRE

LEV. 5	HP 20
SWAGGER	NRM
FLAME WHEEL	FIR
DIG	GRD
QUICK ATTACK	NRM
QUICK CLAW	
#231 PHANPY / #170 CHINCHOU	
EARTHQUAKE	GRD
WATER GUN	WTR

#50 DIGTENT
GROUND

LEV. 5	HP 17
SWAGGER	NRM
SLUDGE BOMB	PSN
MAGNITUDE	GRD
SAND ATTACK	GRD
BERRY JUICE	
#21 SPEAROW	
DRILL PECK	FLY

#170 CHINTENT
WATER ELECTRIC

LEV. 5	HP 23
CONFUSE RAY	CHO
SPARK	ELC
THUNDER WAVE	ELC
TAKE DOWN	NRM
BERRY	
#231 PHANPY	
EARTHQUAKE	GRD

#69 BELLSTENT
GRASS POISON

LEV. 5	HP 21
SLAM	NRM
STUN SPORE	GRS
RAZOR LEAF	GRS
SWAGGER	NRM
MIRACLE BERRY	
#21 SPEAROW	
DRILL PECK	FLY

All of Grant's Pokémon can confuse your team, so lead with Spearow, which is somewhat protected by holding the Bitter Berry.

BATTLE 4-POKéFAN: JANET

#236 TYROGAN
FIGHTING

LEV. 5	HP 20
DOUBLE TEAM	NRM
ROCK SMASH	FTG
FRUSTRATION	NRM
THIEF	DRK
FOCUS BAND	
#63 ABRA / #21 SPEAROW	
PSYCHIC	PSY
DRILL PECK	FLY

#46 PARAN
BUG GRASS

LEV. 5	HP 20
SPORE	GRS
SLASH	NRM
DOUBLE TEAM	NRM
SLUDGE BOMB	PSN
MINT BERRY	
#21 SPEAROW	
DRILL PECK	FLY

#74 GEODAN
ROCK GROUND

LEV. 5	HP 19
DOUBLE TEAM	NRM
MAGNITUDE	GRD
ROCK THROW	RCK
SELFDESTRUCT	NRM
SOFT SAND	
#63 ABRA	
PSYCHIC	PSY

#167 SPINARAN
BUG POISON

LEV. 5	HP 20
DOUBLE TEAM	NRM
SLUDGE BOMB	PSN
PSYCHIC	PSY
SPIDER WEB	BUG
MIRACLE SEED	
#63 ABRA / #21 SPEAROW	
PSYCHIC	PSY
DRILL PECK	FLY

#41 ZUBAN
POISON FLYING

LEV. 5	HP 20
DOUBLE TEAM	NRM
TOXIC	PSN
WING ATTACK	FLY
LEECH LIFE	BUG
QUICK CLAW	
#63 ABRA	
PSYCHIC	PSY

#27 SHREWAN
GROUND

LEV. 5	HP 21
DOUBLE TEAM	NRM
SWIFT	NRM
DIG	GRD
SANDSTORM	RCK
BITTER BERRY	
#63 ABRA / #194 WOOPER	
PSYCHIC	PSY
SURF	WTR

Abra's Psychic attack may be enough to beat Janet's team, but you may get a chance to use Wooper's Dig and Spearow's Drill Peck, as well.

BATTLE 5-SCHOOLBOY:CLARK

#179 MARELING
ELECTRIC

LEV. 5	HP 21
HIDDEN POWER	NRM
HEADBUTT	NRM
THUNDER WAVE	ELC
THUNDER	ELC
MAGNET	
#231 PHANPY / #194 WOOPER	
EARTHQUAKE	GRD
DIG	GRD

#23 EKALING
POISON

LEV. 5	HP 19
HIDDEN POWER	NRM
PROTECT	NRM
WRAP	NRM
TOXIC	PSN
POISON STING	
#231 PHANPY / #194 WOOPER	
EARTHQUAKE	GRD
DIG	GRD

#177 NATULING
PSYCHIC FLYING

LEV. 5	HP 20
HIDDEN POWER	NRM
SWAGGER	NRM
PSYCH UP	NRM
CONFUSE RAY	GHO
BERRY	
#63 ABRA	
PSYCHIC	PSY
THIEF	DRK

#58 GROWLING
FIRE

LEV. 5	HP 21
HIDDEN POWER	NRM
TAKE DOWN	NRM
DIG	GRD
FLAME WHEEL	FIR
MIRACLE BERRY	
#231 PHANPY / #194 WOOPER	
EARTHQUAKE	GRD
DIG	GRD

#238 SMOOCHLING
ICE PSYCHIC

LEV. 5	HP 20
HIDDEN POWER	NRM
PSYCHIC	PSY
SING	NRM
SWEET KISS	NRM
QUICK CLAW	
#63 ABRA	
PSYCHIC	PSY
THIEF	DRK

#246 LARVILING
ROCK GROUND

LEV. 5	HP 22
HIDDEN POWER	NRM
BITE	DRK
SAND STORM	RCK
EARTHQUAKE	GRD
FOCUS BAND	
#231 PHANPY / #194 WOOPER	
EARTHQUAKE	GRD
DIG	GRD

Phanpy rolls over Clark with the mighty Earthquake attack. Abra and Wooper can help against Psychic-, Fire- and Electric-type Pokémon.

BATTLE 6-SWIMMER: CORA

#173 CLEFFAPS
NORMAL

LEV. 5	HP 21
ATTRACT	NRM
HEADBUTT	NRM
ZAP CANNON	ELC
SWEET KISS	NRM
BERRY JUICE	
#66 MACHOP / #21 SPEAROW	
VITAL THROW	FTG
MIRROR MOVE	FLY

#147 TINIAPS
DRAGON WATER

LEV. 5	HP 20
SURF	WTR
ATTRACT	NRM
BLIZZARD	ICE
DRAGONBREATH	DRG
KING'S ROCK	
#63 ABRA	
PSYCHIC	PSY

#163 HOOTHAPS
NORMAL FLYING

LEV. 5	HP 22
HYPNOSIS	PSY
ATTRACT	NRM
STEEL WING	STL
RETURN	NRM
BRIGHT POWDER	
#63 ABRA	
PSYCHIC	PSY

#43 ODDAPS
GRASS POISON

LEV. 5	HP 21
STUN SPORE	GRS
SLUDGE BOMB	PSN
ATTRACT	NRM
GIGA DRAIN	GRS
BERRY	
#21 SPEAROW / #63 ABRA	
DRILL PECK	FLY
PSYCHIC	PSY

#194 WOOPAPS
WATER GROUND

LEV. 5	HP 22
EARTHQUAKE	GRD
SLUDGE BOMB	PSN
ATTRACT	NRM
IRON TAIL	STL
SCOPE LENS	
#21 SPEAROW	
DRILL PECK	FLY

#140 KABUAPS
ROCK WATER

LEV. 5	HP 19
ANCIENT POWER	RCK
MEGA DRAIN	GRS
ATTRACT	NRM
SWAGGER	NRM
QUICK CLAW	
#66 MACHOP	
VITAL THROW	FTG

Tiniaps could spoil your fun. Abra has the best chance to beat the Dragon- and Water-type Pokémon. Machop and Spearow have little to fear.

BATTLE 7-TEACHER: TINA

#239 ELEKED
ELECTRIC

LEV. 5	HP 20
THUNDERBOLT	ELC
DYNAMICPUNCH	FTG
QUICK ATTACK	NRM
SCREECH	NRM
MAGNET	
#231 PHANPY	
EARTHQUAKE	GRD

#161 SENTED
NORMAL

LEV. 5	HP 19
QUICK ATTACK	NRM
FIRE PUNCH	FIR
DIG	GRD
ICE PUNCH	ICE
BERSERK GENE	
#66 MACHOP	
VITAL THROW	FTG

#37 VULPED
FIRE

LEV. 5	HP 20
CONFUSE RAY	GHO
QUICK ATTACK	NRM
FLAMETHROWER	FIR
SAFEGUARD	NRM
KING'S ROCK	
#231 PHANPY / #170 CHINCHOU	
EARTHQUAKE	GRD
WATER GUN	WTR

#133 EEVEED
NORMAL

LEV. 5	HP 22
QUICK ATTACK	NRM
BITE	DRK
IRON TAIL	STL
SAND-ATTACK	GRD
BERRY	
#66 MACHOP	
VITAL THROW	FTG

#123 SCYTHED
BUG FLYING

LEV. 5	HP 23
QUICK ATTACK	NRM
WING ATTACK	FLY
DOUBLE TEAM	NRM
FOCUS ENERGY	NRM
BERRY	
#170 CHINCHOU	
SPARK	ELC

#220 SWINED
ICE GROUND

LEV. 5	HP 21
BLIZZARD	ICE
TAKE DOWN	NRM
MIST	ICE
ENDURE	NRM
BRIGHT POWDER	
#170 CHINCHOU	
WATER GUN	WTR

Tina's team specializes in using the Quick Attack move, but that's not much of a threat. Lead with Chinchou and hope that Tina leads with Scythed or Swined. Eleked's Dynamicpunch could cause Phanpy to become confused. Even so, Phanpy may still get the job done.

BATTLE 8-POKéFAN: REX

#172 PICHAL
ELECTRIC

LEV. 5	HP 18
THUNDER	ELC
SWEET KISS	NRM
ATTRACT	NRM
RETURN	NRM
FOCUS BAND	
#231 PHANPY	
EARTHQUAKE	GRD

#92 GASTAL
GHOST POISON

LEV. 5	HP 19
HYPNOSIS	PSY
CONFUSE RAY	GHO
PSYCHIC	PSY
SHADOW BALL	GHO
KING'S ROCK	
#63 ABRA / #170 CHINCHOU	
PSYCHIC	PSY
SPARK	ELC

#240 MAGBAL
FIRE

LEV. 5	HP 20
CONFUSE RAY	GHO
FIRE BLAST	FIR
HEADBUTT	NRM
IRON TAIL	STL
QUICK CLAW	
#231 PHANPY / #170 CHINCHOU	
EARTHQUAKE	GRD
WATER GUN	WTR

#113 CHANSEAL
NORMAL

LEV. 5	HP 41
ICY WIND	ICE
EGG BOMB	NRM
THUNDER	ELC
IRON TAIL	STL
PINK BOW	
#66 MACHOP / #231 PHANPY	
VITAL THROW	FTG
EARTHQUAKE	GRD

#60 WAGAL
WATER

LEV. 5	HP 20
HYPNOSIS	PSY
BODY SLAM	NRM
BLIZZARD	ICE
SURF	WTR
NEVERMELTICE	
#170 CHINCHOU	
SPARK	ELC

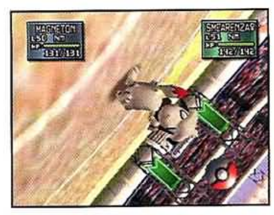
#63 ABRAL
PSYCHIC

LEV. 5	HP 18
PSYCHIC	PSY
ZAP CANNON	ELC
HIDDEN POWER	NRM
FIRE PUNCH	FIR
GOLD BERRY	
#63 ABRA / #231 PHANPY	
PSYCHIC	PSY
EARTHQUAKE	GRD

Lead with Phanpy and use Earthquake if Abral, Magbal or Gastal appears.
Phanpy's Berry item may come into play if the opponent's attack is a strong
one. If Chanseal appears, use Machop's Vital Throw. Chinchou can handle Wagal
and help wear down Chanseal, Gastal and Magbal if they appear while
Chinchou is still deployed. Likewise, you can use Machop to help wear down
Pokémon that Phanpy can finish off.

THE POKé CUP

The Poké Cup is broken into four tournaments called Balls. Only Pokémon between levels 50 and 55 may enter the Cup. You'll need to choose the best team for each Ball. If you're going to use your own Pokémon, compare them to the teams that you'll face using the data boxes shown on the following pages. If you want to rent, you can't do better than Power's Poké Picks.



POKé BALL
RECOMMENDED RENTAL POKéMON

Many of your opponents in the Poké Ball have one-dimensional teams loaded with a single type of Pokémon. Each of your team members plays a vital role in at least one of the eight battles.

#64 KADABRA
PSYCHIC
LEV. 50
HP 125

PSYCHIC	PSY
KINESIS	PSY
THUNDERPUNCH	ELC
REFLECT	PSY

#75 GRAVELER
ROCK GROUND
LEV. 50
HP 142

EARTHQUAKE	GRD
SANDSTORM	RCK
ROLLOUT	RCK
SELFDESTRUCT	NRM

#82 MAGNETON
ELECTRIC STEEL
LEV. 50
HP 131

THUNDER	ELC
THUNDERWAVE	ELC
SWIFT	NRM
FLASH	NRM

#102 EXEGGCUTE
GRASS PSYCHIC
LEV. 50
HP 150

PSYCHIC	PSY
LEECH SEED	GRS
GIGA DRAIN	GRS
STUN SPORE	GRS

#195 QUAGSIRE
WATER GROUND
LEV. 50
HP 180

SURF	WTR
AMNESIA	PSY
DIG	GRD
SLAM	NRM

#227 SKARMORY
STEEL FLYING
LEV. 50
HP 146

STEEL WING	STL
AGILITY	PSY
FLY	FLY
FURY ATTACK	NRM

BATTLE 1-BUG CATCHER: NELSON

#165 LEDBY
FLYING BUG

LEV. 50	HP 128
DOUBLE EDGE	NRM
AGILITY	PSY
SWIFT	NRM
SAFEGUARD	NRM
QUICK CLAW	

#64 KADABRA
THUNDERPUNCH ELC

#167 SPINARAY
BUG POISON

LEV. 50	HP 111
SCREECH	NRM
SPIDER WEB	BUG
NIGHT SHADE	GHO
POISON STING	PSN
PRZCUREBERRY	

#63 KADABRA
PSYCHIC PSY

#10 CATERPY
BUG

LEV. 50	HP 116
TACKLE	NRM
STRING SHOT	BUG
BURNT BERRY	

#63 KADABRA
PSYCHIC PSY

#13 WEEDLY
BUG POISON

LEV. 50	HP 117
POISON STING	PSN
STRING SHOT	BUG
FOCUS BAND	

#63 KADABRA
PSYCHIC PSY

#193 YAMY
BUG POISON

LEV. 50	HP 142
SUPERSONIC	NRM
DETECT	FTG
SWIFT	NRM
DOUBLE TEAM	NRM
BITTER BERRY	

#64 KADABRA
THUNDERPUNCH ELC

#48 VENONATY
BUG POISON

LEV. 50	HP 131
PSYCHIC	PSY
SUPERSONIC	NRM
FORESIGHT	NRM
STUN SPORE	GRS
MIRACLE SEED	

#63 KADABRA
PSYCHIC PSY

BATTLE 2-SWIMMER: BRUCE

#118 GOLDEMER
WATER

LEV. 50	HP 115
HORN DRILL	NRM
FLAIL	NRM
RAIN DANCE	WTR
WATERFALL	WTR
BERRY	

#102 EXEGGCUTE / #82 MAGNETON
GIGA DRAIN GRS
THUNDER ELC

#86 SEELMER
WATER

LEV. 51	HP 135
SAFEGUARD	NRM
ICE BEAM	ICE
TAKE DOWN	NRM
RAIN DANCE	WTR
NEVERMELTICE	

#102 EXEGGCUTE / #82 MAGNETON
GIGA DRAIN GRS
THUNDER ELC

#120 YUMER
WATER

LEV. 50	HP 103
RAIN DANCE	WTR
SWIFT	NRM
RECOVER	NRM
HYDRO PUMP	WTR
MYSTIC WATER	

#102 EXEGGCUTE / #82 MAGNETON
GIGA DRAIN GRS
THUNDER ELC

#90 SHELLDMER
WATER

LEV. 50	HP 98
RAIN DANCE	WTR
PROTECT	NRM
CLAMP	WTR
SUPERSONIC	NRM
KING'S ROCK	

#102 EXEGGCUTE / #82 MAGNETON
GIGA DRAIN GRS
THUNDER ELC

#223 REMORMER
WATER

LEV. 51	HP 105
LOCK-ON	NRM
PSYBEAM	PSY
AURORA BEAM	ICE
RAIN DANCE	WTR
FOCUS BAND	

#102 EXEGGCUTE / #82 MAGNETON
GIGA DRAIN GRS
THUNDER ELC

#61 WHIRLMER
WATER

LEV. 50	HP 138
HYPNOSIS	PSY
BODY SLAM	NRM
BELLY DRUM	NRM
SURF	WTR
LEFTOVERS	

#102 EXEGGCUTE / #82 MAGNETON
GIGA DRAIN GRS
THUNDER ELC

Kadabra is really all you need to clean up against Nelson's Bug-type Pokémon. Use Psychic in each battle. Every hit should be supereffective.

Swimmer Bruce's team is all washed up. Magneton will wipe them all out with a single shot of Thunder apiece. Exeggcute does it with Giga Drain.

BATTLE 3-HIKER: CHESTER

#66 HICHOP
FIGHTING

LEV. 51	HP 148
FOCUS ENERGY	NRM
SEISMIC TOSS	FTG
CROSS CHOP	FTG
FIRE PUNCH	FIR
BLACK BELT	
#227 SKARMORY	
FLY	FLY

#95 HINIX
ROCK GROUND

LEV. 53	HP 111
SANDSTORM	RCK
BIND	NRM
TOXIC	PSN
SLAM	NRM
SOFT SAND	
#195 QUAGSIRE / #102 EXEGGCUTE	
SURF	WTR
GIGA DRAIN	GRS

#75 HIGRAVEL
ROCK GROUND

LEV. 51	HP 128
DEFENSE CURL	NRM
ROLLOUT	RCK
EARTHQUAKE	GRD
SELFDESTRUCT	NRM
QUICK CLAW	
#195 QUAGSIRE / #102 EXEGGCUTE	
SURF	WTR
GIGA DRAIN	GRS

#185 HIWOODO
ROCK

LEV. 51	HP 143
ROLLOUT	RCK
ROCK SLIDE	RCK
MIMIC	NRM
FAINT ATTACK	DRK
FOCUS BAND	
#195 QUAGSIRE / #102 EXEGGCUTE	
SURF	WTR
GIGA DRAIN	GRS

#111 HIHORN
GROUND ROCK

LEV. 51	HP 153
ROLLOUT	RCK
HORN DRILL	NRM
SCARY FACE	NRM
STOMP	NRM
KING'S ROCK	
#195 QUAGSIRE / #102 EXEGGCUTE	
SURF	WTR
GIGA DRAIN	GRS

#231 HIPHAN
GROUND

LEV. 53	HP 170
DEFENSE CURL	NRM
ROLLOUT	RCK
FLAIL	NRM
DOUBLE EDGE	NRM
MIRACLEBERRY	
#195 QUAGSIRE / #102 EXEGGCUTE	
SURF	WTR
GIGA DRAIN	GRS

Chester's love of Rock- and Ground-type Pokémon will be his downfall. Defeat them all using Quagsire's Surf attack or Exeggcute's Giga Drain.

BATTLE 4-SUPER NERD: CLIFFORD

#81 MITEMAGNE
ELECTRIC STEEL

LEV. 50	HP 101
LOCK ON	NRM
ZAP CANNON	ELC
SUPERSONIC	NRM
SCREECH	NRM
METAL COAT	
#75 GRAVELER / #195 QUAGSIRE	
EARTHQUAKE	GRD
DIG	GRD

#93 TERHAUN
GHOST POISON

LEV. 50	HP 116
LICK	GHO
CURSE	???
SPITE	GHO
NIGHT SHADE	GHO
SPELL TAG	
#75 GRAVELER / #195 QUAGSIRE	
EARTHQUAKE	GRD
DIG	GRD

#137 GONPORY
NORMAL

LEV. 55	HP 000
CONVERSION	NRM
TRI ATTACK	NRM
SWAGGER	NRM
PSYBEAM	PSY
QUICK CLAW	
#75 GRAVELER / #195 QUAGSIRE	
EARTHQUAKE	GRD
DIG	GRD

#180 AFFYFLA
ELECTRIC

LEV. 50	HP 146
THUNDER WAVE	ELC
THUNDER	ELC
COTTON SPORE	GRS
IRON TAIL	STL
MAGNET	
#75 GRAVELER / #195 QUAGSIRE	
EARTHQUAKE	GRD
DIG	GRD

#23 ANSEK
POISON

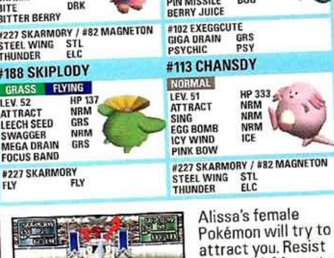
LEV. 50	HP 106
GLARE	NRM
WRAP	NRM
BITE	DRK
SLUDGE BOMB	PSN
POISON STING	
#75 GRAVELER / #195 QUAGSIRE	
EARTHQUAKE	GRD
DIG	GRD

#101 TRODEELEC
ELECTRIC

LEV. 55	HP 148
SCREECH	NRM
SELFDESTRUCT	NRM
SONICBOOM	NRM
MIRROR COAT	PSY
MIRACLEBERRY	
#75 GRAVELER / #195 QUAGSIRE	
EARTHQUAKE	GRD
DIG	GRD

Next it's Graveler's turn to challenge an entire team. Use Earthquake to shake up Clifford's team. Bring in Quagsire if Graveler is incapacitated.

BATTLE 5-BEAUTY: ALISSA



#241 MILTANDY
NORMAL

LEV. 52	HP 166
ATTRACT	NRM
STOMP	NRM
BODY SLAM	NRM
FRUSTRATION	NRM
KING'S ROCK	
#227 SKARMORY / #82 MAGNETON	
STEEL WING	STL
THUNDER	ELC

#209 SNUBBUDY
NORMAL

LEV. 51	HP 140
ATTRACT	NRM
TAKE DOWN	NRM
CHARM	NRM
BITE	DRK
BITTER BERRY	
#227 SKARMORY / #82 MAGNETON	
STEEL WING	STL
THUNDER	ELC

#211 QWILDY
WATER POISON

LEV. 52	HP 147
ATTRACT	NRM
HYDRO PUMP	WTR
TAKE DOWN	NRM
PIN MISSILE	BUG
BERRY JUICE	
#102 EXEGGCUTE	
GIGA DRAIN	GRS
PSYCHIC	PSY

#222 CORSOLDY
WATER ROCK

LEV. 51	HP 134
ATTRACT	NRM
ANCIENT POWER	RCK
MIRROR COAT	PSY
PSYCHIC	PSY
QUICK CLAW	
#102 EXEGGCUTE	
GIGA DRAIN	GRS

#188 SKIPLODY
GRASS FLYING

LEV. 52	HP 137
ATTRACT	NRM
LEECH SEED	GRS
SWAGGER	NRM
MEGA DRAIN	GRS
FOCUS BAND	
#227 SKARMORY	
FLY	FLY

#113 CHANSDY
NORMAL

LEV. 51	HP 333
ATTRACT	NRM
SING	NRM
EGG BOMB	NRM
ICY WIND	ICE
PINK BOW	
#227 SKARMORY / #82 MAGNETON	
STEEL WING	STL
THUNDER	ELC

Alissa's female Pokémon will try to attract you. Resist them with Magneton and female Pokémon of your own—Skarmory and Quagsire.

BATTLE 6-BURGLAR: JENSEN

#53 PERSLAR
NORMAL

LEV. 50	HP 143
THIEF	DRK
BITE	DRK
PAY DAY	NRM
SHADOW BALL	GHO
NONE	
#227 SKARMORY	
STEEL WING	STL

#5 CHARMELAR
FIRE

LEV. 53	HP 144
FLAMETHROWER	FIR
FIRE SPIN	FIR
DRAGONBREATH	DRG
SCARY FACE	NRM
DRAGON FANG	
#195 QUAGSIRE	
SURF	WTR
DIG	GRD

#228 DOURLAR
DARK FIRE

LEV. 52	HP 128
THIEF	DRK
FLAMETHROWER	FIR
CRUNCH	DRK
ROAR	NRM
NONE	
#195 QUAGSIRE	
SURF	WTR
DIG	GRD

#125 BUZZLAR
ELECTRIC

LEV. 53	HP 146
THIEF	DRK
THUNDERPUNCH	ELC
SWIFT	NRM
SCREECH	NRM
NONE	
#75 GRAVELER / #195 QUAGSIRE	
EARTHQUAKE	GRD
DIG	GRD

#156 QUILAR
FIRE

LEV. 50	HP 136
FLAME WHEEL	FIR
QUICK ATTACK	NRM
MUD-SLAP	GRD
DOUBLE TEAM	NRM
CHARCOAL	
#195 QUAGSIRE	
SURF	WTR
DIG	GRD

#207 GLIGAR
GROUND FLYING

LEV. 52	HP 143
THIEF	DRK
SLASH	NRM
FAINT ATTACK	DRK
SCREECH	NRM
NONE	
#195 QUAGSIRE	
SURF	WTR

Burglar Jensen may try to steal the show with his mix of thieving Pokémon, but you can bring him to justice with Quagsire, Skarmory and Graveler.

BATTLE 7-BOARDER: CLAUDE

#225 AIRDELI
ICE FLYING

LEV. 51	HP 127
PRESENT	NRM
FLY	FLY
ICY WIND	ICE
RETURN	NRM
BERRY JUICE	
#MAGNETON / #102 EXEGGCUTE	
THUNDER	ELC
PSYCHIC	PSY

#215 AIRSNEASE
DARK ICE

LEV. 51	HP 138
SLASH	NRM
FAINT ATTACK	DRK
ICE PUNCH	ICE
ICY WIND	ICE
KING'S ROCK	
#227 SKARMORY	
STEEL WING	STL

#73 AIRCRUEL
WATER POISON

LEV. 51	HP 158
ICY WIND	ICE
WRAP	NRM
TOXIC	PSN
SURF	WTR
MIRACLE BERRY	
#102EXEGGCUTE	
GIGA DRAIN	GRS
PSYCHIC	PSY

#128 AIRTAUR
NORMAL

LEV. 52	HP 153
THUNDER	ELC
SURF	WTR
STRENGTH	NRM
ICY WIND	ICE
PRZCUREBERRY	BERRY
#MAGNETON	
THUNDERWAVE	ELC
THUNDER	ELC

#216 AIRTEDDI
NORMAL

LEV. 51	HP 143
LICK	GHO
DYNAMICPUNCH	FTG
FURY CUTTER	BUG
FIRE PUNCH	FIR
BERRY	
#102EXEGGCUTE	
PSYCHIC	PSY
GIGA DRAIN	GRS

#134 AIRVAPOR
WATER

LEV. 52	HP 214
BITE	DRK
ICY WIND	ICE
HAZE	ICE
SHADOW BALL	GHO
MYSTIC WATER	
#MAGNETON	
THUNDERWAVE	ELC
THUNDER	ELC

Lead with Skarmory in case Claude uses Airsnease out of the gate, but switch to Magneton if Airtaur or Airvapor appears. Exeggcute should stand by in case Aircruel or Airteddi appears. Its Psychic and Giga Drain are useful moves.

BATTLE 8-PSYCHIC: MASON

#235 SMEARENZA
NORMAL

LEV. 51	HP 142
SPORE	GRS
CONFUSE RAY	GHO
AEROBLAST	FLY
SEISMIC TOSS	FTG
QUICK CLAW	
#64 KADABRA	
PSYCHIC	PSY

#79 POKENZA
WATER PSYCHIC

LEV. 52	HP 177
PSYCHIC	PSY
DIG	GRD
CURSE	???
SURF	WTR
BITTER BERRY	
#82 EXEGGCUTE	
GIGA DRAIN	GRS
PSYCHIC	PSY

#26 RAICENZA
ELECTRIC

LEV. 52	HP 149
THUNDERBOLT	ELC
THUNDER WAVE	ELC
IRON TAIL	STL
DYNAMICPUNCH	FTG
FOCUS BAND	
#75 GRAVELER	
EARTHQUAKE	GRD

#58 GROWLENZA
FIRE

LEV. 51	HP 142
FLAMETHROWER	FIR
DRAGONBREATH	DRG
SWIFT	NRM
DIG	GRD
MYSTERY BERRY	
#75 GRAVELER	
EARTHQUAKE	GRD

#177 NATUENZA
PSYCHIC FLYING

LEV. 52	HP 125
CONFUSE RAY	GHO
NIGHT SHADE	GHO
ENDURE	NRM
PROTECT	NRM
GOLD BERRY	
#82 MAGNETON	
THUNDERWAVE	ELC
THUNDER	ELC

#36 FABLENZA
NORMAL

LEV. 52	HP 186
THUNDERPUNCH	ELC
SHADOW BALL	GHO
ICE PUNCH	ICE
ATTRACT	NRM
MINT BERRY	
#82 MAGNETON	
THUNDERWAVE	ELC
THUNDER	ELC

Magneton, Graveler and Kadabra will stand the best chance against Mason. Lead with Graveler because Mason usually sends out Growlenza first. One hit with Earthquake will do the trick. Pokenza, Natuenza and Fablenza don't stand a chance against Magneton. You can defeat Raicenza using Graveler and Smearenza using Kadabra.

GREAT BALL
RECOMMENDED RENTAL POKéMON

Since you're missing a solid Water- and Flying-type, you'll have to be creative with special attacks. Tailor your teams to the opposing Pokémon that show up most often. Every Pokémon counts.

#2 IVYSAUR
GRASS | POISON

LEV. 50
HP 45

SOLARBEAM	GRS
SUNNY DAY	FIR
FURY CUTTER	BUG
LEECH SEED	GRS

#6 CHARIZARD
FIRE | FLYING

LEV. 50
HP 156

FIRE PUNCH	FIR
SCARY FACE	NRM
WING ATTACK	FLY
GROWL	NRM

#64 KADABRA
PSYCHIC

LEV. 50
HP 125

PSYCHIC	PSY
KINESIS	PSY
THUNDERPUNCH	ELC
REFLECT	PSY

107 HITMONCHAN
FIGHTING

LEV. 50
HP 133

MACH PUNCH	FTG
COUNTER	FTG
STRENGTH	NRM
ICE PUNCH	ICE

#200 MISDREAVUS
GHOST

LEV. 50
HP 145

SHADOW BALL	GHO
PAIN SPLIT	NRM
THUNDER	ELC
PSYWAVE	PSY

#208 STEELIX
STEEL | GROUND

LEV. 50
HP 153

IRON TAIL	STL
SANDSTORM	RCK
MUD-SLAP	GRD
ROCK THROW	RCK

BATTLE 1-POKéFAN: CARMEN

#25 PIKACHAN
ELECTRIC

LEV. 52	HP 129
THUNDERBOLT	ELC
THUNDER WAVE	ELC
DOUBLE TEAM	NRM
DYNAMICPUNCH	FTG
LIGHT BALL	

#208 STEELIX / #64 KADABRA
SANDSTORM GRD
PSYCHIC PSY

#52 MEOWAN
NORMAL

LEV. 52	HP 134
PAY DAY	NRM
FAINT ATTACK	DRK
SCREECH	NRM
THIEF	DRK
QUICK CLAW	

#208 STEELIX / #64 KADABRA
IRON TAIL STL
PSYCHIC PSY

#35 FAIRYAN
NORMAL

LEV. 51	HP 163
ENCORE	NRM
METRONOME	NRM
SING	NRM
MOONLIGHT	NRM
PSNCURE BERRY	

#208 STEELIX / #64 KADABRA
IRON TAIL STL
PSYCHIC PSY

#213 SHUCKAN
BUG | ROCK

LEV. 51	HP 103
ENCORE	NRM
SAFEGUARD	NRM
SWAGGER	NRM
WRAP	NRM
MINT BERRY	

#208 STEELIX / #200 MISDREAVUS
IRON TAIL STL
SHADOW BALL GHO

#175 TOGEPAN
NORMAL

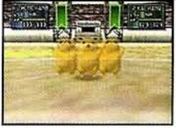
LEV. 51	HP 126
SWEET KISS	NRM
ENCORE	NRM
METRONOME	NRM
CHARM	NRM
KING'S ROCK	

#208 STEELIX / #64 KADABRA
IRON TAIL STL
PSYCHIC PSY

#122 MR. MIMAN
PSYCHIC

LEV. 51	HP 132
PSYBEAM	PSY
ENCORE	NRM
SUBSTITUTE	NRM
REFLECT	PSY
FOCUS BAND	

200 MISDREAVUS / #208 STEELIX
SHADOW BALL GHO
IRON TAIL STL



Steelix can handle most of the action. The encore move shared by Carmen's Pokémon won't do you much harm. Pikachu may use Double Team.

BATTLE 2-YOUNGSTER: WYATT

#2 IVYINY
GRASS | POISON

LEV. 51	HP 138
RAZOR LEAF	GRS
LEECH SEED	GRS
SYNTHESIS	GRS
SWEET SCENT	NRM
QUICK CLAW	

#6 CHARIZARD
FIRE PUNCH FIR

#188 SKIPINY
GRASS | FLYING

LEV. 51	HP 133
LEECH SEED	GRS
COTTON SPORE	GRS
MEGA DRAIN	GRS
SLEEP POWDER	GRS
PRZCURE BERRY	

#6 CHARIZARD
FIRE PUNCH FIR

#17 OTTOINY
NORMAL | FLYING

LEV. 51	HP 136
MIRROR MOVE	FLY
SAND-ATTACK	GRD
WHIRLWIND	NRM
WIND ATTACK	FLY
SHARP BEAK	

#200 MISDREAVUS
THUNDER ELC

#30 RINAINY
POISON

LEV. 51	HP 148
HEADBUTT	NRM
DOUBLE KICK	FTG
IRON TAIL	STL
BITE	DRK
BITTER BERRY	

#64 KADABRA
PSYCHIC PSY

#132 DITTINY
NORMAL

LEV. 51	HP 126
TRANSFORM	NRM
FOCUS BAND	

#2 IVYSAUR - #6 CHARIZARD
FIREPUNCH FIR

#214 HERACRINY
BUG | FIGHTING

LEV. 51	HP 158
FURY CUTTER	BUG
REVERSAL	FTG
HEADBUTT	NRM
COUNTER	FTG
SILVER POWDER	

#6 CHARIZARD
FIRE PUNCH FIR

If Ditto shows up, switch in Ivysaur then replace it with Charizard. Charizard will have no trouble with the other Bug- and Grass-types.

BATTLE 3-FIREBREATHER: CLIFF

#78 HOTRAPID
FIRE

LEV. 51	HP 140
SUNNY DAY	FIR
FIRE SPIN	FIR
STOMP	NRM
TOXIC	PSN
BERRY JUICE	

#6 CHARIZARD / #64 KADABRA
FIRE PUNCH FIR
PSYCHIC PSY

#126 HOTMAGAM
FIRE

LEV. 50	HP 144
SUNNY DAY	FIR
CONFUSE RAY	GHO
FLAMETHROWER	FIR
ROCK SMASH	FTG
QUICK CLAW	

#6 CHARIZARD / #64 KADABRA
FIRE PUNCH FIR
PSYCHIC PSY

#104 HOTCUBO
GROUND

LEV. 53	HP 139
SUNNY DAY	FIR
THRASH	NRM
BONE RUSH	GRD
FIRE PUNCH	FIR
SOFT SAND	

#2 IVYSAUR
SOLARBEAM GRS

#38 HOTTAILS
FIRE

LEV. 51	HP 148
SUNNY DAY	FIR
CONFUSE RAY	GHO
FLAMETHROWER	FIR
FIRE SPIN	FIR
BERRY	

#6 CHARIZARD / #64 KADABRA
FIRE PUNCH FIR
PSYCHIC PSY

#162 HOTFURR
NORMAL

LEV. 50	HP 157
SUNNY DAY	FIR
SLAM	NRM
FIRE PUNCH	FIR
ICE PUNCH	ICE
KING'S ROCK	

#6 CHARIZARD
FIRE PUNCH FIR

#45 HOTPLUME
GRASS | POISON

LEV. 53	HP 155
SUNNY DAY	FIR
SUN SPORE	GRS
SOLARBEAM	GRS
ACID	PSN
MIRACLE BERRY	

#6 CHARIZARD / #64 KADABRA
FIRE PUNCH FIR
PSYCHIC PSY

BATTLE 4-BIKER: DILLON

#70 BELL-WEEP
GRASS | POISON

LEV. 50	HP 142
TOXIC	PSN
GRASS	NRM
RAZOR LEAF	GRS
SWEET SCENT	NRM
MIRACLE SEED	

#64 KADABRA
PSYCHIC PSY

#168 DO-ARIAS
BUG | POISON

LEV. 50	HP 149
NIGHT SHADE	GHO
SCARY FACE	NRM
DIG	GRD
ATTRACT	NRM
FOCUS BAND	

#64 KADABRA
PSYCHIC PSY

#28 SLASH-SAND
GROUND

LEV. 50	HP 152
MUD-SLAP	GRD
EARTHQUAKE	GRD
THIEF	DRK
ROCK SMASH	FTG
BITTER BERRY	

#64 KADABRA
PSYCHIC PSY

#109 FING-KOF
POISON

LEV. 50	HP 117
EXPLOSION	NRM
DESTINY BOND	GHO
SLUDGE	PSN
HAZE	ICE
QUICK CLAW	

#64 KADABRA
PSYCHIC PSY

#206 SPAR-DUN
NORMAL

LEV. 55	HP 194
GLARE	NRM
SCREECH	NRM
ROLLOUT	RCK
SWAGGER	NRM
LEFTOVERS	

#64 KADABRA / #6 CHARIZARD
PSYCHIC PSY
WING ATTACK FLY

#181 PHAROS-AM
ELECTRIC

LEV. 55	HP 178
THUNDERPUNCH	ELC
THUNDER WAVE	ELC
IRON TAIL	STL
HEADBUTT	NRM
MAGNET	

#208 STEELIX / #6 CHARIZARD
IRON TAIL STL
WING ATACK FLY

Fight fire with fire. Charizard can take advantage of Cliff's Pokémon using Sunny Day. Use Ivysaur's Solarbeam to root out Hotcubo.

Kadabra is the work-horse in this match, but Hitmonchan is good to bring in against the Normal-types and Steelix can stand against Ampharos.

BATTLE 5-TEACHER: MOLLY

#166 LEDIED
BUG FLYING

LEV. 51	HP 135
BATON PASS	NRM
SUPERSONIC	NRM
AGILITY	PSY
ICE PUNCH	ICE
FOCUS BAND	
#64 KADABRA / #200 MISDREAVUS	
THUNDERPUNCH	ELC
THUNDER	ELC

#64 KADABED
PSYCHIC

LEV. 51	HP 120
PSYBEAM	PSY
FUTURE SIGHT	PSY
REFLECT	PSY
RECOVER	NRM
PRZCUREBERRY	
#200 MISDREAVOUS	
SHADOW BALL	GHO

#190 AIPOMED
NORMAL

LEV. 52	HP 143
BATON PASS	NRM
AGILITY	PSY
SHADOW BALL	GHO
SWAGGER	NRM
BERRY	
#64 KADABRA	
PSYCHIC	PSY

#203 GIRFED
NORMAL PSYCHIC

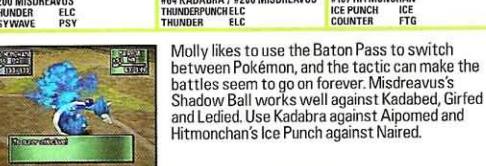
LEV. 51	HP 146
BATON PASS	NRM
AGILITY	PSY
DOUBLE TEAM	NRM
PSYBEAM	PSY
QUICK CLAW	
#200 MISDREAVUS	
THUNDER	ELC
PSYWAVE	PSY

#226 MANTED
WATER FLYING

LEV. 52	HP 154
CONFUSE RAY	GHO
SURF	WTR
TAKE DOWN	NRM
WING ATTACK	FLY
BERRY JUICE	
#64 KADABRA / #200 MISDREAVUS	
THUNDERPUNCH	ELC
THUNDER	ELC

#148 NAIRED
DRAGON

LEV. 51	HP 144
DRAGONBREATH	DRG
THUNDER WAVE	ELC
HEADBUTT	NRM
FIRE BLAST	FIR
KING'S ROCK	
#107 HITMONCHAN	
ICE PUNCH	ICE
COUNTER	FTG



Molly likes to use the Baton Pass to switch between Pokémon, and the tactic can make the battles seem to go on forever. Misdreavus's Shadow Ball works well against Kadabed, Girfed and Ledied. Use Kadabra against Aipomed and Hitmonchan's Ice Punch against Naired.

BATTLE 6-SAGE: CHEN

#167 SPINAGE
BUG POISON

LEV. 50	HP 115
SPIDER WEB	BUG
SCREECH	NRM
SWAGGER	NRM
NIGHT SHADE	GHO
MIRACLE BERRY	
#64 KADABRA / #200 MISDREAVUS	
PSYCHIC	PSY
THUNDER	ELC

#124 JYNXAGE
ICE PSYCHIC

LEV. 53	HP 148
MEAN LOOK	NRM
LOVELY KISS	NRM
NIGHTMARE	GHO
POWDER SNOW	ICE
QUICK CLAW	
#208 STEELIX / #200 MISDREAVUS	
IRON TAIL	STL
SHADOWBALL	GHO

#93 HAUNTAGE
GHOST POISON

LEV. 52	HP 123
MEAN LOOK	NRM
CONFUSE RAY	GHO
CURSE	???
DESTINY BOND	GHO
BLACKGLASSES	
#64 KADABRA	
PSYCHIC	PSY

#200 MISDREVAGE
GHOST

LEV. 50	HP 135
MEAN LOOK	NRM
CONFUSE RAY	GHO
PAIN SPLIT	NRM
TOXIC	PSN
FOCUS BAND	
#64 KADABRA	
PSYCHIC	PSY

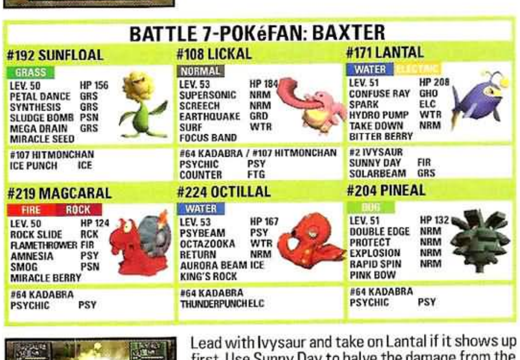
#198 KROWAGE
DARK FLYING

LEV. 53	HP 143
MEAN LOOK	NRM
PURSUIT	DRK
FAINT ATTACK	DRK
THIEF	DRK
NONE	
#208 STEELIX	
IRON TAIL	STL

#41 ZUAGE
POISON FLYING

LEV. 52	HP 119
MEAN LOOK	NRM
CONFUSE RAY	GHO
HAZE	ICE
GIGA DRAIN	GRS
KING'S ROCK	
#64 KADABRA	
PSYCHIC	PSY

It's possible to defeat Sage Chen without taking a single hit if you lead with Kadabra and Chen uses Haunter, Misdreavus and Spinarak.



BATTLE 7-POKéFAN: BAXTER

#192 SUNFLOAL
GRASS

LEV. 50	HP 156
PETAL DANCE	GRS
SYNTHESIS	GRS
SLUDGE BOMB	PSN
MEGA DRAIN	GRS
MIRACLE SEED	
#107 HITMONCHAN	
ICE PUNCH	ICE

#108 LICKAL
NORMAL

LEV. 53	HP 184
SUPERSONIC	NRM
SCREECH	NRM
EARTHQUAKE	GRD
SURF	WTR
FOCUS BAND	
#64 KADABRA / #107 HITMONCHAN	
PSYCHIC	PSY
COUNTER	FTG

#171 LANTAL
WATER ELECTRIC

LEV. 51	HP 208
CONFUSE RAY	GHO
SPARK	ELC
HYDRO PUMP	WTR
TAKE DOWN	NRM
BITTER BERRY	
#2 IVYSAUR	
SUNNY DAY	FIR
SOLARBEAM	GRS

#219 MAGCARAL
FIRE ROCK

LEV. 50	HP 124
ROCK SLIDE	RCK
FLAMETHROWER	FIR
AMNESIA	PSY
SMOG	PSN
MIRACLE BERRY	
#64 KADABRA	
PSYCHIC	PSY

#224 OCTILLAL
WATER

LEV. 53	HP 167
PSYBEAM	PSY
OCTAZOOKA	WTR
RETURN	NRM
AURORA BEAM	ICE
KING'S ROCK	
#64 KADABRA	
THUNDERPUNCH	ELC

#204 PINEAL
BUG

LEV. 51	HP 132
DOUBLE EDGE	NRM
PROTECT	NRM
EXPLOSION	NRM
RAPID SPIN	NRM
PINK BOW	
#64 KADABRA	
PSYCHIC	PSY

Lead with Ivysaur and take on Lantal if it shows up first. Use Sunny Day to halve the damage from the Water attacks. Hitmonchan matches up well against Magcaral and Lickal. Kadabra is the backup. Use it to finish off a Pokémon if Ivysaur or Hitmonchan faints.

BATTLE 8-POKéMANIAC: PEDRO

#117 DRAMANIA
WATER

LEV. 52	HP 141
SURF	WTR
TWISTER	DRG
AGILITY	PSY
SMOKESCREEN	NRM
MYSTIC WATER	
#2 IVYSAUR	
SUNNY DAY	FIR
SOLARBEAM	GRS

#247 PUPIMANIA
ROCK GROUND

LEV. 51	HP 147
CRUNCH	DRK
ROCK SLIDE	RCK
EARTHQUAKE	GRD
SANDSTORM	RCK
QUICK CLAW	
#208 STEELIX	
IRON TAIL	STL

#34 KINGMANIA
POISON GROUND

LEV. 51	HP 168
THUNDERPUNCH	ELC
FIRE PUNCH	FIR
ICE PUNCH	ICE
ROAR	NRM
FOCUS BAND	
#2 IVYSAUR	
SUNNY DAY	FIR
SOLARBEAM	GRS

#20 CATEMANIA
NORMAL

LEV. 52	HP 139
SUPER FANG	NRM
HYPER FANG	NRM
PURSUIT	DRK
DOUBLE TEAM	NRM
SCOPE LENS	
#6 CHARIZARD / #208 STEELIX	
FIRE PUNCH	FIR
IRON TAIL	STL

#164 NOCMANIA
NORMAL FLYING

LEV. 51	HP 191
HYPNOSIS	PSY
FORESIGHT	NRM
STEEL WING	STL
CONFUSION	PSY
METAL COAT	
#208 STEELIX	
SANDSTORM	RCK
ROCK THROW	RCK

#114 TANGMANIA
GRASS

LEV. 51	HP 142
MEGA DRAIN	GRS
STUN SPORE	GRS
SLAM	NRM
RETURN	NRM
MIRACLE BERRY	
#6 CHARIZARD	
FIRE PUNCH	FIR

With an Iron Tail attack, Steelix leads the way against Pedro, who often brings out Pupimania to begin a match. If Tangmania shows up, burn it with Charizard's Fire Punch. Ivysaur should use Sunny Day and Solarbeam if Dramania appears. Catemania is tough, but Charizard or Steelix can handle its Normal- and Dark-type attacks.

ULTRA BALL
RECOMMENDED RENTAL POKéMON

You shouldn't have much trouble using the following Rental Team except in the seventh battle. Claude's Vaporeon is likely to take out two of your best Pokémon unless you're very lucky. There's no sure thing with Rentals.

#64 KADABRA
PSYCHIC

LEV. 50
HP 125

PSYCHIC	PSY
KINESIS	PSY
THUNDERPUNCH	ELC
REFLECT	PSY

#75 GRAVELER
ROCK GROUND

LEV. 50
HP 142

EARTHQUAKE	GRD
SANDSTORM	RCK
ROLLOUT	RCK
SELFDESTRUCT	NRM

#102 EXEGGCUTE
GRASS PSYCHIC

LEV. 50
HP 150

PSYCHIC	PSY
LEECH SEED	GRS
GIGA DRAIN	GRS
STUN SPORE	GRS

#195 QUAGSIRE
WATER GROUND

LEV. 50
HP 180

SURF	WTR
AMNESIA	PSY
DIG	GRD
SLAM	NRM

#200 MISDREAVOUS
GHOST

LEV. 50
HP 145

SHADOW BALL	GHO
PAIN SPLIT	NRM
THUNDER	ELC
PSYWAVE	PSY

#227 SKARMORY
STEEL FLYING

LEV. 50
HP 146

STEEL WING	STL
AGILITY	PSY
FLY	FLY
FURY ATTACK	NRM

BATTLE 1-BUG CATCHER: NELSON

#123 SCYTHEY
BUG FLYING

LEV. 51	HP 150
SWORDS DANCE	NRM
PURSUIT	DRK
STEEL WING	STL
FURY CUTTER	BUG
KING'S ROCK	
#227 SKARMORY	
FLY	FLY

#12 BUTTERY
BUG FLYING

LEV. 52	HP 142
SUPERSONIC	NRM
PSYBEAM	PSY
GUST	FLY
SLEEP POWDER	GRS
QUICK CLAW	
#227 SKARMORY	
FLY	FLY

#47 SECTY
BUG GRASS

LEV. 52	HP 142
SPORE	GRS
GIGA DRAIN	GRS
SLUDGE BOMB	PSN
DIG	GRD
PSNCUREBERRY	
#227 SKARMORY	
FLY	FLY

#206 SPARCY
NORMAL

LEV. 52	HP 184
GLARE	NRM
DIG	GRD
SWAGGER	NRM
PSYCH UP	NRM
PRZCUREBERRY	
#64 KADABRA	
PSYCHIC	PSY

#214 HERACROY
BUG FIGHTING

LEV. 52	HP 163
REVERSAL	FTG
ENDURE	NRM
HEADBUTT	NRM
HIDDEN POWER	NRM
FOCUS BAND	
#227 SKARMORY	
FLY	FLY

#127 PINSIY
BUG

LEV. 51	HP 145
SWORDS DANCE	NRM
FURY CUTTER	BUG
STRENGTH	NRM
SEISMIC TOSS	FTG
SILVER POWDER	
#227 SKARMORY	
FLY	FLY

Skarmory gets the lead and can take on almost any of Nelson's Bug-type Pokémon. Heracroy's Reversal move can throw off your plan.

BATTLE 2-SWIMMER: BRUCE

#87 DEMER
WATER ICE

LEV. 50	HP 167
RAIN DANCE	WTR
WHIRLPOOL	WTR
TOXIC	PSN
TAKE DOWN	NRM
BERRY	
#102 EXEGGCUTE / #200 MISDVREAVUS	
GIGA DRAIN	GRS
THUNDER	ELC

#62 WRATHMER
WATER FIGHTING

LEV. 51	HP 165
RAIN DANCE	WTR
BODY SLAM	NRM
BELLY DRUM	NRM
WATERFALL	WTR
KING'S ROCK	
#102 EXEGGCUTE / #200 MISDVREAVUS	
GIGA DRAIN	GRS
THUNDER	ELC

#195 QUAGMER
WATER GROUND

LEV. 54	HP 185
RAIN DANCE	WTR
SURF	WTR
EARTHQUAKE	GRD
SLUDGE BOMB	PSN
MYSTIC WATER	
#102 EXEGGCUTE / #200 MISDVREAVUS	
GIGA DRAIN	GRS
THUNDER	ELC

#82 MAGNETMER
ELECTRIC STEEL

LEV. 50	HP 127
THUNDER WAVE	ELC
THUNDER	ELC
SWIFT	NRM
SCREECH	NRM
METAL COAT	
#75 GRAVELER	
EARTHQUAKE	GRD

#141 BUTOPSMER
ROCK WATER

LEV. 51	HP 140
RAIN DANCE	WTR
MEGA DRAIN	GRS
SURF	WTR
FRUSTRATION	NRM
QUICK CLAW	
#102 EXEGGCUTE / #200 MISDVREAVUS	
GIGA DRAIN	GRS
THUNDER	ELC

#80 BROMER
WATER PSYCHIC

LEV. 54	HP 185
RAIN DANCE	WTR
SURF	WTR
HIDDEN POWER	NRM
PSYCHIC	PSY
MIRACLE BERRY	
#102 EXEGGCUTE / #200 MISDVREAVUS	
GIGA DRAIN	GRS
SHADOW BALL	GHO

Exeggcute's Grass-type attacks are ideally suited to tackle Bruce's team. Use Giga Drain to damage the enemy and restore Exeggcute's HP.

BATTLE 3-HIKER: CHESTER

#76 HIGOLEM
ROCK GROUND

LEV. 50	HP 160
ROLLOUT	RCK
DEFENSE CURL	NRM
MAGNITUDE	GRD
EXPLOSION	NRM
BERRY	
#195 QUAGSIRE	
SURF	WTR

#232 HIPHAN
GROUND

LEV. 55	HP 186
ROLLOUT	RCK
DEFENSE CURL	NRM
RAPID SPIN	NRM
FLAIL	NRM
SOFT SAND	
#195 QUAGSIRE	
SURF	WTR

#217 HIURSA
NORMAL

LEV. 50	HP 170
ROLLOUT	RCK
DEFENSE CURL	NRM
THUNDERPUNCH	ELC
LICK	GHO
FOCUS BAND	
#195 QUAGSIRE / 75 GRAVELER	
SURF	WTR
EARTHQUAKE	GRD

#138 HIMANYTE
ROCK WATER

LEV. 50	HP 115
ROLLOUT	RCK
ANCIENT POWER	RCK
SURF	WTR
BITE	DRK
BURNT BERRY	
#102 EXEGGCUTE	
GIGA DRAIN	GRS

#205 HIFORRET
BUG STEEL

LEV. 50	HP 155
ROLLOUT	RCK
DEFENSE CURL	NRM
BIDE	NRM
EXPLOSION	NRM
PINK BOW	
#195 QUAGSIRE / 75 GRAVELER	
SURF	WTR
EARTHQUAKE	GRD

#208 HISTEEL
STEEL GROUND

LEV. 55	HP 170
ROLLOUT	RCK
DEFENSE CURL	NRM
IRON TAIL	STL
SCREECH	NRM
METAL COAT	
#195 QUAGSIRE	
SURF	WTR

Use Dig and Surf to overcome Chester. Exeggcute is a good backup. Hiforret may be the biggest problem. Use Leech Seed, then hit it with Surf.

BATTLE 4-SUPER NERD: CLIFFORD

#181 AROSAMPH
ELECTRIC

LEV. 50	HP 163
DOUBLE TEAM	NRM
THUNDER	ELC
SWIFT	NRM
THUNDER WAVE	ELC
QUICK CLAW	
#195 QUAGSIRE	
DIG	GRD

#222 SOLACOR
WATER ROCK

LEV. 52	HP 143
MIRROR COAT	PSY
PSYCHIC	PSY
RECOVER	NRM
EARTHQUAKE	GRD
PSNCUREBERRY	
#102 EXEGGCUTE	
GIGA DRAIN	GRS

#233 GON2PORY
NORMAL

LEV. 53	HP 178
CONVERSION2	NRM
TRI ATTACK	NRM
PSYCHIC	PSY
ZAP CANNON	ELC
MIRACLEBERRY	
#200 MISDVREAVUS	
THUNDER	ELC
ATTACK	TYPE

#202 BUFFETWOB
PSYCHIC

LEV. 50	HP 268
COUNTER	FTG
MIRROR COAT	PSY
DESTINY BOND	GHO
SAFEGUARD	NRM
FOCUS BAND	
#200 MISDREAVOUS	
SHADOWBALL	GHO
PAIN SPLIT	NRM

#73 CRUELTENTA
WATER POISON

LEV. 52	HP 166
TOXIC	PSN
WRAP	NRM
SURF	WTR
PROTECT	NRM
MYSTIC WATER	
#102 EXEGGCUTE	
GIGA DRAIN	GRS

#227 MORYSKAR
STEEL FLYING

LEV. 53	HP 153
SWAGGER	NRM
STEEL WING	STL
SANDSTORM	RCK
FLY	FLY
METAL COAT	
#200 MISDREAVOUS	
THUNDER	ELC

Misdreavus leads off in the fourth battle. If a Water-type appears, switch to Exeggcute. Quagsire should take care of Moryskar using Surf.

BATTLE 5-BEAUTY: ALISSA

#241 MILTDY (NORMAL)		#189 PLUFFDY (GRASS / FLYING)		#53 PERSDY (NORMAL)	
LEV. 53	HP 184	LEV. 51	HP 159	LEV. 51	HP 147
ATTRACT	NRM	ATTRACT	NRM	ATTRACT	NRM
BODY SLAM	NRM	LEECH SEED	GRS	BITE	DRK
SHADOW BALL	GHO	STUN SPORE	GRS	THIEF	DRK
HEAL BELL	NRM	MEGA DRAIN	GRS	SCREECH	NRM
KING'S ROCK		FOCUS BAND		NONE	
#200 MISDREAVUS		#227 SKARMORY		#227 SKARMORY	
THUNDER	RLC	FLY	FLY	STEEL WING	STL
PAIN SPLIT	NRM				

#108 LICKITDY (NORMAL)		#226 TINEDY (WATER / FLYING)		#40 WIGGLYDY (NORMAL)	
LEV. 51	HP 169	LEV. 51	HP 147	LEV. 53	HP 234
ATTRACT	NRM	ATTRACT	NRM	ATTRACT	NRM
EARTHQUAKE	GRD	ICY WIND	ICE	BODY SLAM	NRM
SUPERSONIC	NRM	BLIZZARD	ICE	THUNDERPUNCH	ELC
FIRE BLAST	FIR	SURF	WTR	PSYCHIC	PSY
BERRY		NEVERMELTICE		QUICK CLAW	
#200 MISDREAVUS		#200 MISDREAVUS		#200 MISDREAVUS / #227 SKARMORY	
THUNDER	ELC	THUNDER	ELC	THUNDER	ELC
				STEEL WING	STL

Misdreavus might be able to get to Miltdy using Pain Split, but watch out for the Shadow Ball. Skarmory using Fly also stands a chance to win.

BATTLE 6-BURGLAR: JENSEN

#157 TYPHLAR (FIRE)		#229 DOOMLAR (DARK / FIRE)		#219 MAGCALAR (FIRE / ROCK)	
LEV. 51	HP 160	LEV. 51	HP 157	LEV. 52	HP 134
SMOKESCREEN	NRM	THIEF	DRK	BODY SLAM	NRM
FLAME WHEEL	FIR	CRUNCH	DRK	FLAMETHROWER	FIR
DIG	GRD	FLAMETHROWER	FIR	ROCK THROW	RCK
THUNDERPUNCH	ELC	SWIFT	NRM	ENDURE	NRM
KING'S ROCK		NONE		QUICK CLAW	
#75 GRAVELER / #195 QUAGSIRE		#75 GRAVELER / #195 QUAGSIRE		#75 GRAVELER / #195 QUAGSIRE	
EARTHQUAKE	GRD	EARTHQUAKE	GRD	EARTHQUAKE	GRD
SURF	WTR	SURF	WTR	SURF	WTR

#51 DUGTLAR (GROUND)		#234 STANTLAR (NORMAL)		#207 GLILAR (GROUND / FLYING)	
LEV. 51	HP 118	LEV. 52	HP 158	LEV. 52	HP 149
THIEF	DRK	THIEF	DRK	THIEF	DRK
MAGNITUDE	GRD	SWAGGER	NRM	FAINT ATTACK	DRK
TOXIC	PSN	PSYCH UP	NRM	HEADBUTT	NRM
MUD-SLAP	GRD	TAKE DOWN	NRM	GUILLOTINE	NRM
NONE		NONE		NONE	
#195 QUAGSIRE		#227 SKARMORY		#195 QUAGSIRE	
SURF	WTR	STEEL WING	STL	SURF	WTR

Begin with Graveler in case Jensen uses Doomlar or Typhlar, but switch to Quagsire if Glilar appears. The Guillotine is the spoiler.

BATTLE 7-BOARDER: CLAUDE

#215 AIRSEL (DARK / ICE)		#225 AIRBIRD (ICE / FLYING)		#9 AIRBLAST (WATER)	
LEV. 52	HP 145	LEV. 52	HP 135	LEV. 52	HP 165
FAINT ATTACK	DRK	PRESENT	NRM	ICY WIND	ICE
ICE PUNCH	ICE	SWIFT	NRM	HYDRO PUMP	WTR
SHADOW BALL	GHO	BLIZZARD	ICE	BITE	DRK
SCREECH	NRM	FRUSTRATION	NRM	EARTHQUAKE	GRD
FOCUS BAND		MIRACLE BERRY		QUICK CLAW	
#227 SKARMORY		#195 QUAGSIRE		#200 MISDREAVUS	
STEEL WING	STL	DIG	GRD	THUNDER	ELC

#135 AIRJOLT (ELECTRIC)		#134 AIRVAPOR (WATER)		#136 AIRFLARE (FIRE)	
LEV. 51	HP 148	LEV. 51	HP 214	LEV. 51	HP 148
BITE	DRK	ICY WIND	ICE	FIRE BLAST	FIR
ZAP CANNON	ELC	SURF	WTR	MUD-SLAP	GRD
TOXIC	PSN	IRON TAIL	STL	ROAR	NRM
PIN MISSILE	BUG	RETURN	NRM	HEADBUTT	NRM
BRIGHT POWDER		NEVERMELTICE		CHARCOAL	
#195 QUAGSIRE		#200 MISDREAVUS		#195 QUAGSIRE	
DIG	GRD	THUNDER	ELC	SURF	WTR

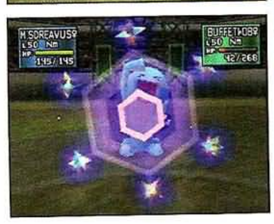
Expect the toughest battle of the Cup. Airblast and Airvapor are the toughest foes. Misdreavus's Thunder is your only hope, but it often misses.

BATTLE 8-PSYCHIC: MASON

#115 KANGASENZA (NORMAL)		#97 HYPNENZA (PSYCHIC / WATER)		#59 ARCANENZA (FIRE)	
LEV. 50	HP 186	LEV. 52	HP 172	LEV. 53	HP 181
DIZZY PUNCH	NRM	HYPNOSIS	PSY	FLAME WHEEL	FIR
REVERSAL	FTG	FUTURE SIGHT	PSY	EXTREME SPEED	NRM
FIRE PUNCH	FIR	PSYCH UP	NRM	DRAGONBREATH	DRG
SURF	WTR	SHADOW BALL	GHO	BITE	DRK
FOCUS BAND		QUICK CLAW		PINK BOW	
#64 KADABRA / #200 MISDREAVUS		#200 MISDREAVUS		#195 QUAGSIRE	
PSYCHIC	PSY	SHADOW BALL	GHO	DIG	GRD
THUNDER	ELC				

#26 RAICHENZA (ELECTRIC)		#235 SMENZA (NORMAL)		#178 XATUENZA (PSYCHIC / FLYING)	
LEV. 50	HP 138	LEV. 52	HP 141	LEV. 53	HP 154
THUNDERBOLT	ELC	ATTRACT	NRM	CONFUSE RAY	GHO
THUNDER WAVE	ELC	SWEET KISS	NRM	PSYCHIC	PSY
DYNAMICPUNCH	FTG	GLARE	NRM	NIGHT SHADE	GHO
DOUBLE TEAM	NRM	HEADBUTT	NRM	FLY	FLY
MIRACLE BERRY		KING'S ROCK		LEFTOVERS	
#195 QUAGSIRE		#64 KADABRA		#200 MISDREAVUS / #64 KADABRA	
DIG	GRD	PSYCHIC	PSY	THUNDER	ELC
				PSYCHIC	PSY

Misdreavus gets the call against Hypnenza and Xatuenza. Face Kangasenza with Kadabra. Arcanenza can't stand up to Quagsire's Surf or Dig.



MASTER BALL
RECOMMENDED RENTAL POKéMON

For the Master Ball, you'll need a team with extra punch. Unusual combinations of moves are often the key to victory. Poliwrath has a Fighting move, Haunter boasts Giga Drain, and Quagsire uses Water- and Ground-type attacks.

#22 FEAROW
NORMAL FLYING
LEV. 50
HP 150

DRILL PECK	FLY
TOXIC	PSN
HYPER BEAM	NRM
PURSUIT	DRK

#62 POLIWRATH
WATER FIGHTING
LEV. 50
HP 168

DYNAMICPUNCH	FTG
MIND READER	NRM
HYDRO PUMP	WTR
DOUBLESLAP	NRM

#64 KADABRA
PSYCHIC
LEV. 50
HP 125

PSYCHIC	PSY
KINESIS	PSY
THUNDERPUNCH	ELC
REFLECT	PSY

#93 HAUNTER
GHOST POISON
LEV. 50
HP 130

SHADOW BALL	GHO
DESTINY BOND	GHO
GIGA DRAIN	GRS
SPITE	GHO

#125 ELECTABUZZ
ELECTRIC
LEV. 50
HP 146

THUNDERPUNCH	ELC
LEER	NRM
SWIFT	NRM
LIGHT SCREEN	PSY

#195 QUAGSIRE
WATER GROUND
LEV. 50
HP 180

SURF	WTR
AMNESIA	PSY
DIG	GRD
SLAM	NRM

BATTLE 1-POKéFAN: CARMEN

#182 BELLOSAN	#184 AZUMAN	#53 PERAN
GRASS	WATER	NORMAL
LEV. 51 HP 155	LEV. 51 HP 180	LEV. 51 HP 145
PETAL DANCE GRS	SURF WTR	BITE DRK
RETURN NRM	ICE PUNCH ICE	HEADBUTT NRM
ATTRACT NRM	ATTRACT NRM	THIEF DRK
TOXIC PSN	DOUBLE-EDGE NRM	ZAP CANNON ELC
BITTER BERRY	QUICK CLAW	GOLD BERRY
#22 FEAROW	#125 ELECTABUZZ	#195 QUAGSIRE
DRILL PECK FLY	THUNDERPUNCH ELC	SURF WTR

#36 CLEFAN	#176 TICAN	#26 RAIAN
NORMAL	NORMAL FLYING	ELECTRIC
LEV. 51 HP 175	LEV. 51 HP 134	LEV. 51 HP 140
SING NRM	ENCORE NRM	THUNDER WAVE ELC
ENCORE NRM	SWEET KISS NRM	THUNDERBOLT ELC
METRONOME NRM	FLY FLY	ATTRACT NRM
PSYCHIC PSY	METRONOME NRM	IRON TAIL STL
PINK BOW	FOCUS BAND	MYSTERY BERRY
#22 FEAROW	#125 ELECTABUZZ	#195 QUAGSIRE
DRILL PECK FLY	THUNDERPUNCH ELC	DIG GRD

BATTLE 2-YOUNGSTER: WYATT

#18 GEOTINY	#31 QUEENINY	#132 DITTOINY
NORMAL FLYING	POISON GROUND	NORMAL
LEV. 50 HP 160	LEV. 53 HP 176	LEV. 50 HP 125
FLY FLY	BODY SLAM NRM	TRANSFORM NRM
STEEL WING STL	EARTHQUAKE GRD	
MIRROR MOVE FLY	SURF WTR	
TOXIC PSN	THUNDERPUNCH ELC	
BERSERK GENE	FOCUS BAND	QUICK CLAW
#125 ELECTABUZZ	#195 QUAGSIRE	#125 ELECTABUZZ - #195 QUAGSIRE
THUNDERPUNCH ELC	SURF WTR	SURF WTR

#20 CATENINY	#127 PININY	#57 PRIMEINY
NORMAL	BUG	FIGHTING
LEV. 52 HP 137	LEV. 52 HP 147	LEV. 53 HP 150
SUPER FANG NRM	SUBMISSION FTG	SCREECH NRM
HYPER FANG NRM	GUILLOTINE NRM	CROSS CHOP FTG
SHADOW BALL GHO	SWORDS DANCE NRM	SEISMIC TOSS FTG
ROAR NRM	FURY CUTTER BUG	THUNDER ELC
PINK BOW	SILVER POWDER	BLACK BELT
#22 FEAROW	#22 FEAROW	#22 FEAROW
DRILL PECK FLY	DRILL PECK FLY	DRILL PECK FLY HYPER BEAM NRM

Your Rental squad shouldn't have much trouble here. Quagsire isn't a perfect match for Peran, but three Surf attacks should do the job.

Fearow is the main hero against Wyatt. If Dittoiny appears, get it to transform into Electabuzz, then attack it with Quagsire's Dig.

BATTLE 3-FIREBREATHER: CLIFF

#126 MAGHOT	#105 HOTWAK	#85 HOTDODRI
FIRE	GROUND	NORMAL FLYING
LEV. 50 HP 143	LEV. 51 HP 141	LEV. 54 HP 148
SUNNY DAY FIR	EARTHQUAKE GRD	TRI ATACK NRM
PSYCHIC PSY	FIRE BLAST FIR	DRILL PECK FLY
FLAMETHROWER FIR	THUNDERPUNCH ELC	PURSUIT DRK
THUNDERPUNCH ELC	ICY WIND ICE	STEEL WING STL
GOLD BERRY	SOFT SAND	PINK BOW
#195 QUAGSIRE	#195 QUAGSIRE	#125 ELECTABUZZ
SURF WTR	SURF WTR	THUNDERPUNCH ELC

#229 HOTDOOM	#103 HOTGUTOR	#59 HOTCANIN
DARK FIRE	GRASS PSYCHIC	FIRE
LEV. 50 HP 153	LEV. 51 HP 176	LEV. 54 HP 181
SUNNY DAY FIR	SUNNY DAY FIR	EXTREME SPEED NRM
FLAMETHROWER FIR	SOLARBEAM GRS	DRAGONBREATH DRG
CRUNCH DRK	STUN SORE GRS	DIG GRD
IRON TAIL STL	PSYCHIC PSY	AGILITY PSY
FOCUS BAND	MIRACLE BERRY	LEFTOVERS
#195 QUAGSIRE	#22 FEAROW	#195 QUAGSIRE / #125 ELECTABUZZ
SURF WTR	DRILL PECK FLY	SURF WTR THUNDERPUNCH ELC

BATTLE 4-BIKER: DILLON

#110 ING-WEEZ	#91 STER-CLOY	#208 LIX-STEE
POISON	WATER ICE	STEEL GROUND
LEV. 52 HP 150	LEV. 51 HP 131	LEV. 52 HP 159
SLUDGE BOMB PSN	SURF WTR	TOXIC PSN
EXPLOSION NRM	TOXIC PSN	BIND NRM
THUNDER ELC	CLAMP WTR	DRAGONBREATH DRG
FIRE BLAST FIR	PROTECT NRM	EARTHQUAKE GRD
POLKADOT BOW	QUICK CLAW	SOFT SAND
#64 KADABRA	#64 KADABRA	#195 QUAGSIRE
PSYCHIC PSY	THUNDERPUNCH ELC	SURF WTR

#112 DON-RHY	#3 SAUR-VENU	#24 BOK-AR
GROUND ROCK	GRASS POISON	POISON
LEV. 52 HP 190	LEV. 52 HP 164	LEV. 51 HP 141
IRON TAIL STL	TOXIC PSN	TOXIC PSN
BLIZZARD ICE	LEECH SEED GRS	WRAP NRM
SURF WTR	GIGA DRAIN GRS	PROTECT NRM
HYPER BEAM NRM	ENDURE NRM	DIG GRD
PINK BOW	FOCUS BAND	MIRACLE BERRY
#195 QUAGSIRE	#64 KADABRA	#64 KADABRA
SURF WTR	PSYCHIC PSY	PSYCHIC PSY

Quagsire gets the lead role against Cliff. The many Fire-types can't stand up to Surf. Include Electabuzz and either Fearow or Kadabra.

Use Fearow in the third slot. It can take on Saur-Venu and Bok-Ar if you get in a jam with Kadabra and Quagsire. Expect one of your easier wins.

BATTLE 5-TEACHER: MOLLY

#203 GIRAFARED — NORMAL / PSYCHIC

LEV. 50	HP 149
AGILITY	PSY
DOUBLE TEAM	NRM
BATON PASS	NRM
PSYBEAM	PSY
LEFTOVERS	
#93 HAUNTER	
DESTINY BOND	GHO

#122 MR. MIMED — PSYCHIC

LEV. 52	HP 129
REFLECT	PSY
MEDITATE	PSY
PSYCHIC	PSY
BATON PASS	NRM
QUICK CLAW	
#22 FEAROW	
DRILL PECK	FLY

#131 LAPRASED — WATER / ICE

LEV. 53	HP 218
ICE BEAM	ICE
BODY SLAM	NRM
REST	PSY
SNORE	NRM
MIRACLE BERRY	
#125 ELECTABUZZ	
LIGHT SCREEN	PSY
THUNDERPUNCH	ELC

#190 AIPOMED — NORMAL

LEV. 50	HP 140
AGILITY	PSY
BATON PASS	NRM
DOUBLE TEAM	NRM
SWIFT	NRM
FOCUS BAND	
#22 FEAROW	
DRILL PECK	FLY

#171 LANTED — WATER / ELECTRIC

LEV. 52	HP 218
CONFUSE RAY	GHO
SPARK	ELC
SURF	WTR
TAKE DOWN	NRM
GOLD BERRY	
#125 ELECTABUZZ	
LIGHT SCREEN	PSY
THUNDERPUNCH	ELC

#186 TOEDED — WATER

LEV. 53	HP 184
BODY SLAM	NRM
SURF	WTR
EARTHQUAKE	GRD
ICE PUNCH	ICE
KING'S ROCK	
#125 ELECTABUZZ	
LIGHT SCREEN	PSY
THUNDERPUNCH	ELC

It's time for Electabuzz to lead the charge. Haunter's Destiny Bond should be used only when it is certain to faint during the next turn.

BATTLE 6-SAGE: CHEN

#200 MISDAGE — GHOST

LEV. 51	HP 140
MEAN LOOK	NRM
PERISH SONG	NRM
CONFUSE RAY	GHO
PROTECT	NRM
LEFTOVERS	
#64 KADBRA	
PSYCHIC	PSY

#169 CROWAGE — POISON / FLYING

LEV. 52	HP 172
MEAN LOOK	NRM
CONFUSE RAY	GHO
DETECT	FTG
TOXIC	PSN
MIRACLE BERRY	
#64 KADBRA	
PSYCHIC	PSY

#94 GENGAGE — GHOST / POISON

LEV. 51	HP 143
MEAN LOOK	NRM
CONFUSE RAY	GHO
DESTINY BOND	GHO
NIGHT SHADE	GHO
PRZCUREBERRY	
#64 KADBRA	
PSYCHIC	PSY

#124 JYNAGE — ICE / PSYCHIC

LEV. 52	HP 151
MEAN LOOK	NRM
LOVELY KISS	NRM
PERISH SONG	NRM
BLIZZARD	ICE
QUICK CLAW	
#62 POLIWRATH	
MIND READER	NRM
DYNAMICPUNCH	FTG

#198 MURKAGE — DARK / FLYING

LEV. 52	HP 145
MEAN LOOK	NRM
SHADOW BALL	GHO
NIGHT SHADE	GHO
FRUSTRATION	NRM
BERRY JUICE	
#125 ELECTABUZZ	
THUNDERPUNCH	ELC

#197 UMBAGE — DARK

LEV. 52	HP 182
MEAN LOOK	NRM
CONFUSE RAY	GHO
SCREECH	NRM
BITE	DRK
FOCUS BAND	
#62 POLIWRATH	
MIND READER	NRM
DYNAMICPUNCH	FTG

Use Poliwrath's Mind Reader against Umbrage before hitting it with Dynamicpunch. Using Protect, Misdage will last a long time. Keep attacking!

BATTLE 7-POKéFAN: BAXTER

#160 FERAL — WATER

LEV. 52	HP 173
SURF	WTR
RAGE	NRM
SLASH	NRM
EARTHQUAKE	GRD
SCOPE LENS	
#93 HAUNTER	
DESTINY BOND	GHO

#157 PHILOSIONAL — FIRE

LEV. 52	HP 166
FLAMETHROWER	FIR
DIG	GRD
DYNAMICPUNCH	FTG
SWIFT	NRM
FOCUS BAND	
#195 QUAGSIRE	
SURF	WTR

#154 MEGANAL — GRASS

LEV. 51	HP 165
SUNNY DAY	FIR
SOLAR BEAM	GRS
BODY SLAM	NRM
IRON TAIL	STL
BERRY JUICE	
#22 FEAROW	
DRILL PECK	FLY

#210 GRANBAL — NORMAL

LEV. 51	HP 172
SCARY FACE	NRM
BITE	DRK
FIRE PUNCH	FIR
TAKE DOWN	NRM
KING'S ROCK	
#195 QUAGSIRE	
SURF	WTR

#242 BLISSAL — NORMAL

LEV. 51	HP 340
EGG BOMB	NRM
ATTRACT	NRM
THUNDER	ELC
BLIZZARD	ICE
LEFTOVERS	
#195 QUAGSIRE	
DIG	GRD

#237 MONTOPAL — FIGHTING

LEV. 52	HP 137
TRIPLE KICK	FTG
COUNTER	FTG
TOXIC	PSN
DETECT	FTG
QUICK CLAW	
#22 FEAROW	
DRILL PECK	FLY

If you get the chance, sacrifice Haunter using Destiny Bond. Replace Haunter with Electabuzz if you like. It might do better against Feral.

BATTLE 8-POKéMANIAC: PEDRO

#142 AEROMANIA — ROCK / FLYING

LEV. 50	HP 163
ANCIENTPOWER	RCK
HYPER BEAM	NRM
BITE	DRK
FLY	FLY
KING'S ROCK	
#125 ELECTABUZZ	
THUNDERPUNCH	ELC

#68 CHAMPMANIA — FIGHTING

LEV. 50	HP 173
CROSS CHOP	FTG
SEISMIC TOSS	FTG
FORESIGHT	NRM
EARTHQUAKE	GRD
SCOPE LENS	
#22 FEAROW	
DRILL PECK	FLY

#230 DRAMANIA — WATER / DRAGON

LEV. 50	HP 158
SURF	WTR
DRAGONBREATH	DRG
BLIZZRD	ICE
SWAGGER	NRM
DRAGON FANG	
#195 QUAGSIRE	
AMNESIA	PSY
SLAM	NRM

#149 NITEMANIA — DRAGON / FLYING

LEV. 55	HP 190
OUTRAGE	DRG
WATERFALL	WTR
THUNDER	ELC
RETURN	NRM
FOCUS BAND	
#195 QUAGSIRE	
AMNESIA	PSY
SURF	WTR

#248 TYRANMANIA — ROCK / DARK

LEV. 55	HP 200
CRUNCH	DRK
ROCK SLIDE	RCK
FRUSTRATION	NRM
IRON TAIL	STL
QUICK CLAW	
#195 QUAGSIRE	
SURF	WTR

#6 IZARDMANIA — FIRE / DRAGON

LEV. 50	HP 161
FIRE BLAST	FIR
FLY	FLY
DYNAMICPUNCH	FTG
DIG	GRD
MIRACLE BERRY	
#125 ELECTABUZZ	
THUNDERPUNCH	ELC

When Quagsire is in the battle, begin by raising its Special Defense with Amnesia. Follow up with Slam. You'll need a lot of luck.

BRING ON THE BEST

Although you can win with the Rental Teams suggested in this article, you'll have greater success if you raise your own Pokémon to battle in each Cup and Ball. Use the charts of opponents to figure out the best possible matchups, then raise those Pokémon in your Game Boy game. Next month, Power will explore the Gym Leader Castle and Earl's Pokémon Academy. Happy training!

SPIDER-MAN®

THE WEBSLINGER RETURNS

Get ready for the second installment of secret codes for Spider-Man, straight from the good people at Activision to you. Simply enter them at the Cheats screen—which you can access from the Special menu—and watch the results. You can deck Spidey out in a variety of costumes or even open up a level select feature. Stan Lee would be proud of you.

If you want to fight crime as a black-clad, Symbiote Spidey, use the password SYMBSPID. You'll also receive unlimited webbing.

FUTURAMA

One series of the Spider-Man legend takes place in the distant future. To unlock the Spidey 2099 costume, make your password SPTWOKNN. All your attacks will cause double the damage.

CLOAKING TIME

A cloaked Spider-Man? It's true, and it's all yours if you enter the password LIMITED ED at the cheat menu. You'll unlock the Spidey Unlimited costume, which you can cloak by pressing the right C Button. Don't forget the space between "limited" and "ed."

AYE, AYE, CAPTAIN

During one of Spidey's adventures, a heroic entity named Captain Universe granted him extraordinary powers. Relive the glory days by typing in POWCOSMIC. The wicked outfit deals double damage, never runs out of webbing and even makes you invulnerable.

IN A HURRY?

Crime slows for no man, and sometimes Spidey doesn't have time to make a full costume change. If your password is GTATNKFST, you'll see the Spidey mask on a sport coat-clad Peter Parker. Since he lacks a utility belt, Quick Change Spidey can carry only two web cartridges.

CODE	RESULT
DA CLONE	UNLOCKS BEN RILEY COSTUME (NO SPECIAL POWERS)
MISTERMJ	UNLOCKS PETER PARKER COSTUME (HOLDS ONLY TWO WEB CARTRIDGES)
SPID INRED	UNLOCKS SCARLET SPIDEY COSTUME (NO SPECIAL POWERS)
LVLSKIPPER	UNLOCKS THE LEVEL-SKIP FUNCTION IN THE SPECIAL MENU

For more top secrets, infiltrate Nintendo's

ICON KEY: C BUTTONS ▲ ▼ ◀ ▶ CONTROL PAD → ← ↓ ↑ BIG CHEAT WACKY HOT JUST FOR FUN SENT BY READER

CHEAP GOODS

If you need to beef up your Ready 2 Rumble 2 boxer on the quick, we've got the code for you. First, go to the Train Boxer menu and scroll to a cheap item. Then scroll left or right to an item you can't afford and press the A Button just before the screen stops moving. If you do it right, you'll get the more expensive item at the lower price. It even allows you to get the $25,000 vitamins for a lousy 500 bones.

If you can't find a black market for vitamins, cheating is a good alternative. Thanks to the reader who discovered the trick!

MERCY, MERCY ME

If you're aren't satisfied with the wrestler selection in WWF: No Mercy, we have a surprise for you. If you press either left C or right C while highlighting certain wrestlers, a new character will pop up! Check out the chart below to see who you can nab.

HIGHLIGHT	TAP ◀ OR ▶ TO GET
TERRI	DEBRA
MAE YOUNG	FABULOUS MOOLAH
TAKA MICHINOKU	FUNAKI
IVORY	JACQUELINE
THE GODFATHER	THE GOODFATHER

THESE MAY STUNT YOUR GROWTH

Riding a skateboard around the Stunt Racer 64 track might seem a bit, well, dangerous. And it is. But it's also a whole lot of fun if you're doing it in the privacy of your living room. We've got that code, along with a couple other ones. Oh, and if you want to earn a quick million dollars, type in B, Z, Z, B, Up, bottom C, Z and Start on the second Controller during a race.

SKATING ALONG

If you're hankering for the aforementioned skateboard, start a new season and name yourself BUCKYB. It will be added to your garage, but you'll have to win at least one race before you'll get to use it.

MILK IT

Another hidden vehicle is the powerful milk truck. To use the moo juice machine, enter your name as MOOOOO. The same rules apply about winning one race, but it's worth it—the milk truck and skateboard are two of the best rides in the game!

OUTTA SIGHT

Check your vision at the door. Start a race and press B, Left, Up, Right, Right, Right, A, Start, Start, Z, Right, A, Up, Z, bottom C and then Start on the second Controller. Voila! You've got really blurry graphics.

TOP DOWN

To view your car, and the entire race, from the perspective of a passing eagle, type in Up, Up, Up, A, Left, A, A, and then A on the second Controller.

THESE MIGHT JAR JAR YOUR MEMORY

It's taken weeks of trial and error, and a lot of frustrated gamers, but we've managed to track down codes for the excellent LucasArts title, *Star Wars*: Episode I: Battle for Naboo. If you remember previous *Star Wars* titles such as Episode I: Racer and Rogue Squadron, then you're aware that LucasArts has some of the best codes out there—they even put the Naboo Starfighter into Rogue before *Phantom Menace* was released! We haven't found any Episode II goodies yet, but rest assured we're working on it. Meanwhile, sit back, crank up the home stereo system and take out some Droids. Note that all passwords are entered at the Password section of the Options menu.

If you want a real challenge, try the code NASTYMDE. The game will be much, much harder.

SHIELDS UP

Shields are a handy feature when engaging in an intergalactic dogfight. If you're looking to beef up your craft's defenses, try the password DROIDEKA. You'll be rewarded with superstrong shields.

COLOR CODING

Tired of the same old blue-and-rust colored ships? Make your day a little brighter with the password RUAGIRL? All your ships will be a pleasant shade of pink. Don't forget the question mark at the end.

YIPES!

And finally, why not take a peek at the people who made the fabulous game possible in the first place? LOVEHUTT is the way to go if you want to view a snapshot of the design team, their many groupies and other assorted hangers-on.

The Powerpuff Girls Bad Mojo Jojo

SUGAR, SPICE AND CHEATS

It's not like the Powerpuff Girls need the aid of Classified Info. After all, they can fly, punch, kick and generally save Townsville with the best of them. But since we tracked down a code for their latest adventure, Powerpuff Girls: Bad Mojo Jojo, we figured we'd pass it along anyway. If you enter the code CHEMICALX at the Password screen, you'll unlock the Buttercup icon. You'll be able to use the bow-headed beauty as a playable character.

You won't gain any special powers, but Buttercup is a tough cookie in her own right.

Walt Disney The Jungle Book

JUNGLE BOOGIE

We've got to admit it—Disney's Jungle Book for the Game Boy Color is a gorgeous game. Full of lush scenery and clever puzzles, the platformer is a must-have for anyone with a GBC. Naturally, the best way to experience such a game is by carefully making your way through each stage so you can savor every moment. But if you'd rather just cut to the chase, use the password BMHG. It'll open up every level.

Ooo, ooo, ooo. We want to be like you-ooo-ooo. Or at least be able to open a level select menu-ooo-ooo.

 Your secret's safe with us. Send your codes

ICON KEY: C BUTTONS ▲ ▼ ◀ ▶ CONTROL PAD → ← ↓ ↑ BIG CHEAT WACKY HOT JUST FOR FUN SENT BY READER

RUSH TO THE FINISH

We've deluged you with codes for San Francisco Rush 2049 in the last few issues, but someone apparently wasn't satisfied. Sometime between Christmas and New Years, a small, unmarked package appeared on the Classified editor's desk. Once security disarmed it, we discovered that it contained a number of supersweet codes for everyone's favorite high-speed racing extravaganza! Flip the track upside down! Turn your car into a 200-mph land mine! Or just read on and find out how to do everything. You must open the cheat menu before any codes will work, so we've reprinted that code. Note that the code to open the cheat menu is entered while highlighting Options at the main menu, the others by highlighting that option in the cheat menu and quickly inputting the code. Did we mention you have to be fast?

CODE	HOW TO ENTER IT
OPEN CHEAT MENU	HOLD L + R + ▲ + ▶ AND THEN TAP Z
RESURRECT IN PLACE	TAP Z + ▼ AND RELEASE. TAP Z + ▶ AND RELEASE. TAP Z + ▲ AND RELEASE. TAP Z + ◀ AND RELEASE. TAP Z + R AND RELEASE. TAP Z + L AND RELEASE
AUTO ABORT	PRESS ◀, ▲, ▶, ▼, Z, L, R, Z, AND THEN Z
SUICIDE MODE	HOLD R, TAP ▶, ▲, ◀, AND THEN ▼ AND RELEASE. THEN HOLD L, TAP ▼, ◀, ▲, AND THEN ▶
SUPER SPEED	TAP Z AND RELEASE. HOLD L + R, TAP AND RELEASE. TAP ▼, THEN HOLD L + R, TAP ▼ AND RELEASE. FINALLY, PRESS ▲, ▲ AND THEN ▲
CAR COLLISIONS	PRESS L + Z, R + Z, L + Z AND THEN R + Z

TOPSY TURVY

Catching 10 seconds of air while you scream around a track at 200 mph... UPSIDE DOWN? How cool is that?! Highlight the Track Orientation setting and hold L and R, then tap right C, left C, top C, bottom C and then Z. Bottoms up!

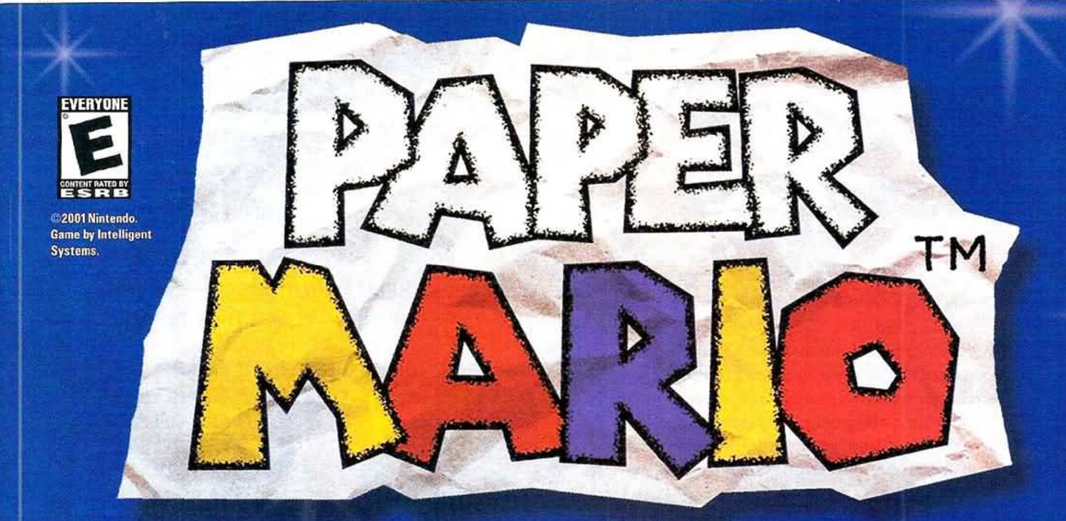
MINE YOUR OWN BUSINESS

It may not get good gas mileage, but you can't beat the Mine Car for preventing parking lot door dings. The code is in four steps: Highlight Car Mines, hold L and R, tap Z, then release. Hold left C and bottom C, then tap Z and release. Hold left C and top C, then tap Z and release. And finally, hold top C and right C, then tap Z and release. The small, yellow mines will be scattered around the tracks—usually next to a shortcut— and your car will become one as soon as you touch it. Use it to ram other drivers and watch their cars explode!

It may not look like much, but your Mine Car will be the envy of destruction derby lovers everywhere.

SEND CODES TO:
NINTENDO POWER
CLASSIFIED INFORMATION
P.O. BOX 97033
REDMOND, WA
98073-9733

to classified@nintendo.com or to the address above.



Bowser fights to keep control over the kingdom while Mario advances his effort to save the Star Spirits as our coverage of Paper Mario continues. Follow us from Flower Fields to Bowser's Castle.

MAGIC FROM THE STARS

Bowser's power over the Mushroom Kingdom comes from his possession of the Star Rod. When he stole the magical item from its place in Star Haven, he scattered its keepers, the seven Star Spirits, to the far corners of the kingdom. Last month, we took you to the places where five of the Star Spirits were held. This issue, we'll take you to the last two spirits and to the final battle in Bowser's Castle. We'll also impart some advice on helpful Badges and other must-have items. The adventure begins again.

RETURN TO TOAD TOWN

Your journey to any Mushroom Kingdom location starts in Toad Town. After you return from Mt. Lavalava, you'll learn that the Flower Fields are in turmoil and that a Star Spirit is rumored to be held there. If you've found four Magical Seeds, including the one on Lavalava Island, you can go to the Flower Fields from Minh T.'s Toad Town garden.

UNDERGROUND OPENINGS

The Toad Town Tunnels feature shortcut pipes to most Mushroom Kingdom towns, making them a convenient route for navigating the kingdom when you're doing favors for Koopa Koot, delivering letters with Parakarry or looking for Chuck Quizmo. Once you have Lakilester on your side, you can open a passage from Toad Town Tunnels to Shiver City.

DARKNESS OVER FLOWER FIELDS

Flower Fields, once a peaceful land of sunshine and blooming buds, has become a gloomy place covered by a blanket of clouds—plants drooping and flowers fading. The creature responsible for the cloud cover, Huff N. Puff, is also the keeper of the sixth Star Spirit. You will find him with the help of a misguided Lakitu who calls himself "Spike."

Tree of Knowledge

Once you arrive in the Flower Fields, talk to Wise Wisterwood, an ancient and knowledgeable tree, for information on the whereabouts of cloud creep Huff N. Puff.

Bribing with Berries

You can talk flowerlike guards into letting you enter gated paths by giving them berries, as long as the berries match the color of the guards.

Battle for the Bean

You'll be able to reach Huff N. Puff once you have a Magical Bean, soil and water. When you help Petunia, the seed collector, overcome a Monty Mole problem at her roots, she will reward you with the bean.

Flower Find

You'll get the Happy Flower Badge by hitting three trees in the right order: middle, right then left.

Dirt Cheap Soil

Posie, the yellow plant near the crystal tree, will give you soil and ask for nothing in return.

5 Dangerous Crossing

The gaps between platforms in the thorny thicket vary in width. You can jump over some of them. You'll need Parakarry to carry you over the others. Press the A Button to drop when you reach safe land.

6 Landlocked Lily

Lily laments the fact that the spring is dry. Talk to her to find out how to make the water return.

7 Help in the Hedge

To find Rosie, the holder of the Water Stone, you must navigate a high hedge maze. Mario is completely obscured by the hedge. Bring along a flying partner to keep track of the party's position.

8 Bargain with Beauty

Rosie, the Rose Spirit, likes pretty things. If you can give her something more beautiful than her Water Stone, she will make a trade. Go to the Crystal Tree and collect a Crystal Berry for the blush beauty.

9 Water from a Stone

Take the Water Stone to Lily. She will have you place it in a hole in the center of the spring. When the water pours forth, Lily will reward you with the Miracle Water for the Magical Bean.

10 Bag a Bubble Berry

With water in the spring, you can collect a Bubble Berry. Use the berry to cross over a thorny area in the northwest.

11 Climb to the Sun

When you reach the end of the northwest passage, you can use Bombette to clear the way to the top of the tower. There you will learn about the actions of Huff N. Puff from a down-and-out Sun.

12 Befriend a Foe

After you face off with Lakilester the Lakitu, he'll join your cause and give you a lift over dangerous passages.

13 Puzzling Platforms

When you use the Spin Jump on a platform, all platforms of the same color will rise or fall. Follow the pictures to solve the puzzle.

14 Crash the Cloud Machine

Huff N. Puff's Puff Puff Machine is the source of the clouds over the Flower Fields. You can break it apart with a few swings of your Hammer after you beat the baddies at its controls.

15 Let It Grow

With the items that you have gathered, you can grow a vine for passage to the Cloudy Climb home of Huff N. Puff.

1 Bad Weather Be Gone

Huff N. Puff surrounds himself with Tuff Puffs. Use Lakilester's Spiny Surge to clear away the small clouds, then go after the big one.

MYSTERIES OF THE NORTH

Stories of a captured Star Spirit will lead you to Shiver City by way of a Toad Town Tunnel tube. When you arrive at the snowbound burg, you'll walk into a murder mystery involving the town's mayor. Before you can move on to the Crystal Palace, where you'll continue your Star Spirit quest, you must uncover the truth about the mayor's condition.

START

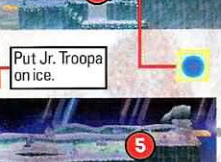
TO CRYSTAL PALACE

Detective Mario

When you enter the back room of the mayor's house, you'll find the mayor, out cold on the floor. That discovery will lead to a chain of events that has you investigating the mayor's murder—prime suspect: Mario!

Break the Ice

Your investigation leads you to a locked warehouse. Break through the frozen pond to get the key.



Cross over Rooftops to Herringway's Room

Mystery writer Herringway may help you clear up the mystery of the mayor. Climb to the top of the warehouse, then hop over to Herringway's house.

Mystery Solved

Returning to the scene of the crime, you'll discover that the mayor is alive.

Monstar Menace

On your way to Starborn Valley, you'll face a big beast with little bite.

Snowman Ensemble

Outfit one of the snowmen in the valley with the Fabulous Scarf and another with the mayor's Marvelous Bucket. A new path will open.

Jump Hard

You'll discover a button below a sheet of ice. Tornado-Jump the ice and hit the button.

Seeing Double

After you kick Kooper across a gap, he'll return with a double. It's up to you to find the real Kooper.

Crystal Palace Key

After using Bombette to break through a wall then walking through another seemingly solid wall, you'll discover the star-shaped key to the palace.

CRYSTAL PALACE

START

1 Elevator Floor

When you hit the switch, the floor will move, giving you access to the floor with the blue door.

2 Color Cue

You got the Blue Key!

A big blue key.

Upon discovering the Blue Key, you will find that you can use it to open the blue door.

3 Mirror Move

One of the glass panels is missing. Walk through that hole to the other side of the room.

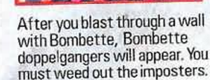
4 Breakthrough

By breaking through a weak panel in the floor, you'll discover a path to the P-Down, D-Up Badge.

5 Hole Reflection

The room with the broken floor panel has a companion on the other side of the palace. It, too, has a hole.

6 Fake Bombettes



After you blast through a wall with Bombette, Bombette doppelgangers will appear. You must weed out the imposters.

7 Seeing Red

You got the Red Key!

A big red key.

Drop through the new hole in the floor, and follow the path to the Red Key.

8 Clear away Clubbas

There are three Clubbas and three blocking Clubba statues on the other side of the glass. When you defeat the Clubbas, the statues will disappear.

9 Revolving Door

Use Bombette to blast the switch while you run to the revolving panel.

10 Mario All-Stars

When you kick Kooper through a hole, the Koopa will return with several familiar characters. They're imposters. Hammer everybody except for Kooper.

11 Mirror Image

Use Kooper's reflected image to hit a switch on the other side of the glass.

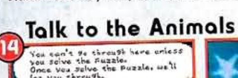
12 Push and Drop

The Albino Dino statue hides a hole. Push the statue in the direction it faces.

13 Key Revealed

Return to the large statue to discover a hole. Drop down and find a key.

14 Talk to the Animals



When you talk to the Albino Dinos, they will turn to face you. Their reflected statues will also turn. Position them so that you can move the statues onto the floor panels.

NP

1 Crystal King Crunch

The Crystal King first fights using Crystal Bits, then he creates two doubles. Use attacks that target all enemies to make sure that you are weakening the real Crystal King.

CASTLE IN THE SKY

Once you've saved all seven Star Spirits, return to Shooting Star Summit where the spirits will open the passage to Star Haven. From there, you'll ride a Star Ship to Bowser's Castle and the final showdown with King Koopa.

STAR WAY

START

STAR HAVEN

BOWSER'S CASTLE

TO BOWSER'S CASTLE INTERIOR

1 Star Journey

The collective power of the Star Spirits creates the Star Beam, which gives you passage to Bowser's Castle.

2 Key Battle

When you reach the castle grounds, enter the dungeon first and fight a guard for the key to the main entrance.

3 Trip the Trap

The door adorned with Bowser's face will try to trick you into falling into the dungeon. Go along with it. You'll have the last laugh.

4 Breakout

Shades of Koopa Bros. Fortress—use Bombette to break out of the prison cell.

5 The Buddy System

You'll enlist the help of many friends to navigate the lava-filled dungeon. You can hit switches with Kooper, cross long expanses of lava with Lakilester, fly over gaps with Parakarry and pass through lava flows with Bow.

6 Lava Stop

The blue switch controls the flow of the lava. After you clear away the guards near the switch, hit the switch to dry up the lava canal.

7 Key Retrieval

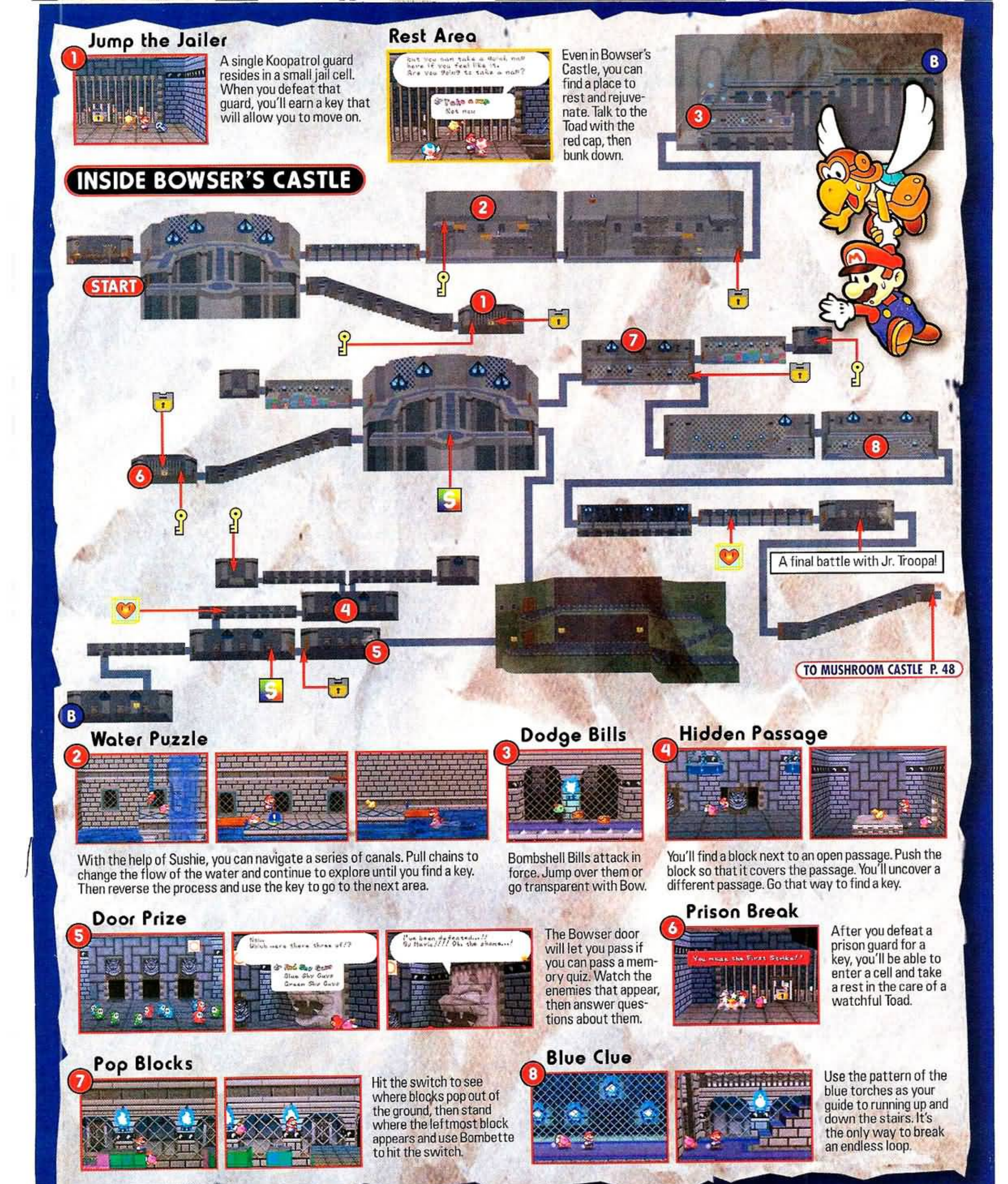
With the lava gone, you can double back to a room near the dungeon entrance and collect a key. Use it to advance to the next area.

8 Dungeon Darkness

The winding path through the castle catacombs is shrouded in darkness. Watt is your best bet as a partner there. Have her light the way.

9 Get Pushy

You'll find a large block against the wall. Move to the right side of the block and push it to the left to reveal a passage.



Jump the Jailer

1 A single Koopatrol guard resides in a small jail cell. When you defeat that guard, you'll earn a key that will allow you to move on.

Rest Area

Even in Bowser's Castle, you can find a place to rest and rejuvenate. Talk to the Toad with the red cap, then bunk down.

INSIDE BOWSER'S CASTLE

TO MUSHROOM CASTLE P. 48

Water Puzzle

2 With the help of Sushie, you can navigate a series of canals. Pull chains to change the flow of the water and continue to explore until you find a key. Then reverse the process and use the key to go to the next area.

Dodge Bills

3 Bombshell Bills attack in force. Jump over them or go transparent with Bow.

Hidden Passage

4 You'll find a block next to an open passage. Push the block so that it covers the passage. You'll uncover a different passage. Go that way to find a key.

Door Prize

5 The Bowser door will let you pass if you can pass a memory quiz. Watch the enemies that appear, then answer questions about them.

Prison Break

6 After you defeat a prison guard for a key, you'll be able to enter a cell and take a rest in the care of a watchful Toad.

Pop Blocks

7 Hit the switch to see where blocks pop out of the ground, then stand where the leftmost block appears and use Bombette to hit the switch.

Blue Clue

8 Use the pattern of the blue torches as your guide to running up and down the stairs. It's the only way to break an endless loop.

THE LAST BATTLEGROUND

When you emerge from Bowser's Castle, you'll discover Princess Peach's Castle, still on the plot of land that was uprooted with the structure. Peach is inside, and so is Bowser. You're closing in on the final battle. Use Watt outside of the castle to find an invisible ? Block, then pop it to collect the Ultra Shroom inside. You may need it.

Find Items

You'll find a Life Shroom on the upper floor of the library. You may also find some helpful Badges.

Hidden Toad

A Toad is in the closet of one of the side rooms. You can take one last rest in that room before you face off with Bowser.

CONFRONT KING KOOPA

2 3 You'll fight Bowser in two locations. Your first battle takes place in the same room where Bowser flattened Mario at the beginning of the game. After you crack the power of the Star Rod using the Star Beam, you'll give Bowser a good run for his money. When Bowser gets fed up, he'll retreat to the top of the castle. That's when the real battle will begin. The epic struggle will even include a side battle between Peach and Kammy Koopa.

SUIT UP FOR SUCCESS

As you make your way through the adventure, you'll find a lot of helpful Badges and develop strategies for when and where to use them. The eight Badges listed below are especially helpful —and they are recommended for your journey through the advanced chapters that are laid out in this follow-up review. It's worth the effort to collect them all.

Spike Shield

Found in Dry Dry Ruins, the Spike Shield Badge allows you to stomp spiked enemies without taking damage.

Peekaboo

Use the Peekaboo Badge to reveal enemy Heart Points in battle—perfect for developing winning battle strategies.

Quick Change

Shake the ground three times in Merlon's House for an item that allows you to switch partners without wasting a turn.

Mega Quake

Hammer home a ground-pounding Mega Quake attack, damaging all ground enemies. You'll find the Badge at Rowf's shop.

Zap Tap

If you're equipped with the Zap Tap Badge, enemies will get hit with a jolt of electricity when they attack you.

FP Plus

The FP Plus Badge boosts your Flower Point maximum by five points for more attack-producing power.

HP Plus

The Heart-equivalent of the FP Plus Badge boosts your Heart Point maximum. Use it in battles with powerful enemies.

I Spy

When you have the I Spy Badge equipped, you'll get audio and visual clues whenever you're close to a hidden Star Piece.

A HEALTHY DIET

Tayce T. offers a full menu of helpful items, many of which restore both Flower Points and Heart Points. The more dual-purpose items that you carry, the more recharging power you'll have out in the field. The Tayce T. creations listed below are particularly useful. Have Tayce T. make a full batch for you.

Big Cookie

Cake Mix plus a Goomnut, Egg or any type of berry makes a delicious treat that restores 20 Flower Points.

Deluxe Feast

Mix a Strange Leaf with a Whacka's Bump to get a dish that restores 40 Heart Points and 40 Flower Points. That's helpful!

Honey Ultra

By combining Honey Syrup with an Ultra Shroom, you get an item that restores 50 Heart Points and 5 Flower Points.

THE WHOLE STORY

Even though the story ends with the big Bowser Brouhaha, you might not have done all of the fun things that Paper Mario has to offer. The story just scratches the surface. You may want to collect all 160 Star Pieces or all 80 Badges, for example. Take a look at the blackboard in Mario's House for a list of your accomplishments.

A HERO FOR ALL SEASONS

WHAT'S BETTER THAN A NEW LEGEND OF ZELDA ADVENTURE FOR GAME BOY COLOR? WHY, IT'S TWO LEGEND OF ZELDA ADVENTURES WITH AN INNOVATIVE, INTERTWINING STORY AND CHARACTER SYSTEM, OF COURSE!

This spring, Nintendo presents the simultaneous releases of The Legend of Zelda: Oracle of Seasons and The Legend of Zelda: Oracle of Ages—two storytelling companions in the ongoing saga of everyone's favorite Hyrulian hero, Link. The games are a joint production of Nintendo and Capcom. This month, we take a look at Oracle of Seasons, in which Link is transported to a land that is lost in turmoil. There he discovers, among many ability-granting items, the Rod of Seasons, a device that gives him control over the forces of nature. By changing summer into winter or by transforming spring into fall, Link can open new paths and forge ahead in his quest to restore order to the land.

The Legend of Zelda: Oracle of Seasons features appearances by some familiar Legend of Zelda characters, along with the debut of several new friends.

DIRT DRAGSTER
Matt Hadan
Bubba Harris
Pat Miller
Adam Strieby
TEAM REDLINE
John Purse
Jason Carne$
Clarence Perry
Kim Hayashi
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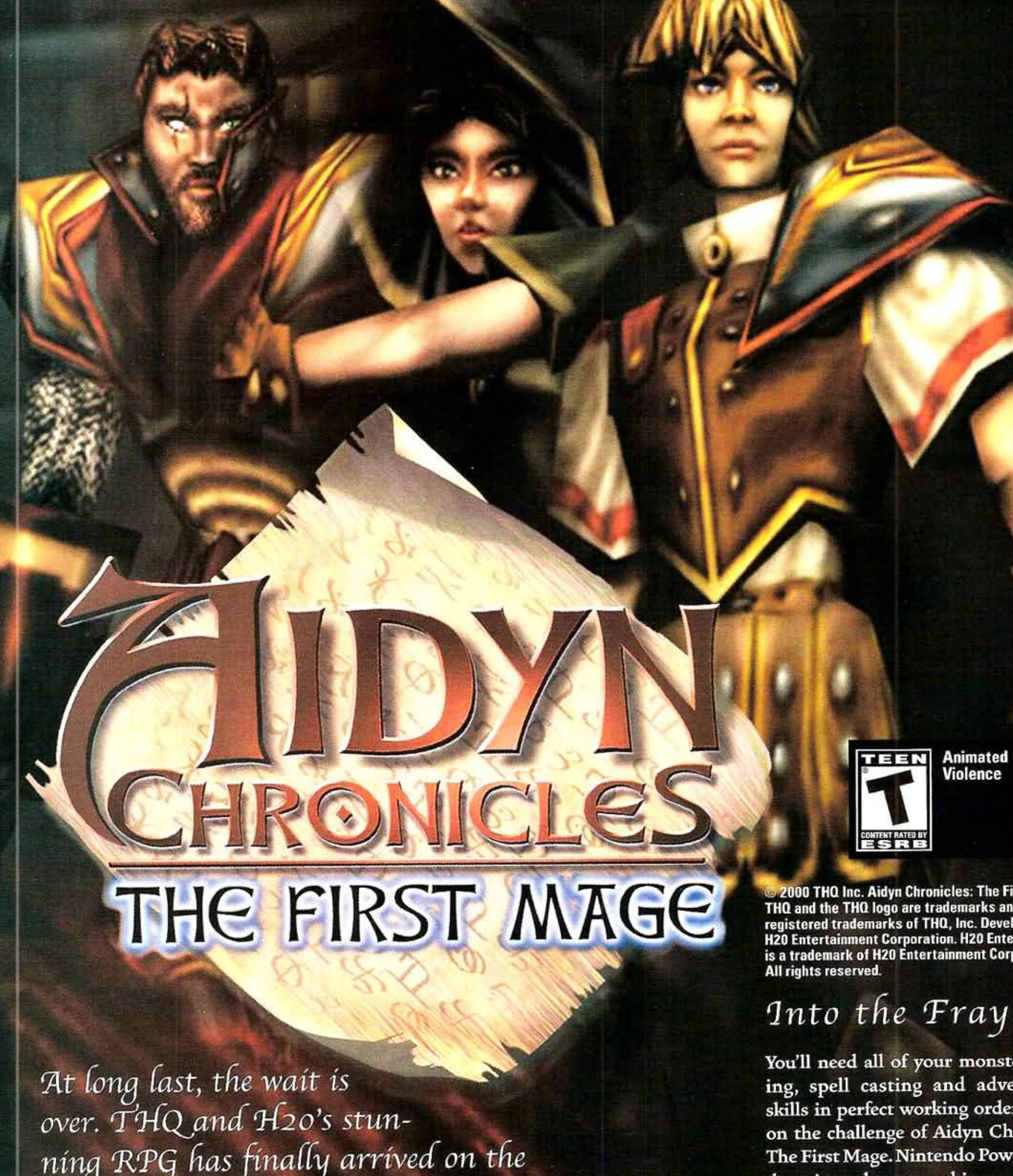


At long last, the wait is over. THQ and H2o's stunning RPG has finally arrived on the N64, and we've got the strategies to guide you on your journey through the vast land known as Aidyn.

Into the Fray

You'll need all of your monster hunting, spell casting and adventuring skills in perfect working order to take on the challenge of Aidyn Chronicles: The First Mage. Nintendo Power delves deep into the game this month, and our guide is essential reading material for any first-time visitor to the wild lands of Aidyn. We'll give you all the info you need to develop the perfect team of goblin-crushing heroes.

The Adventure Begins

After watching a magnificent cinematic scene that introduces you to some of the main characters, you begin the game as Alaron—a squire in the service of the king of Gwernia. It seems that Alaron has left the safe confines of the castle in search of a local farmer named Kendall. Use the opening scenes to get used to controlling Alaron, moving the camera and reading the map and compass.

Locating Treasure

Large, oaken treasure chests dot the landscape all across Aidyn. You won't be able to see one until you are almost on top of it, however, so you'll need to do a lot of exploration. Don't stray too far at the beginning—there will be plenty of time to search later.

Hats off to You

If you move northwest through the woods, you'll stumble across Kendall's large, floppy hat. It gives you an extra point of armor but removes a point of stealth should you choose to don it. Watch out for Giant Rats and Bats along the path.

Ambush!

Continue to search the woods for Kendall. After a brief chat with a pair of friendly Mirari traders, you encounter a goblin horde. Since you're outnumbered 10 to one, you stand no chance of winning the battle—but try to put up at least a token resistance.

The Healing Touch

Alaron awakens from the attack to find himself inside a hut. The owner, a healer named Oriana, tells Alaron that he has been poisoned beyond her ability to cure. She'll send you back to the castle, providing a trail of glowing lights to lead the way. Be sure to learn the Air Shield spell from her, but not Strength—you'll get it for free soon.

Transport Portals

At the southeast corner of the woods, near Oriana's trail of lights, is a mysterious portal. Once you've touched a set of portals, you can use them to cross great distances. The single one won't be of any use to you yet, but walk through the beam in the middle to activate it.

Dear Diary...

You can locate Alaron's travel journal in the main menu. Important information about names and places can be found in it, as well as notes about possible side quests. You will be alerted each time a new entry is made.

Inside Castle Gwernia

Upon returning to Castle Gwernia, Alaron is chewed out by Abrecan, the captain of the guard, and ordered to meet the king. Believe it or not, Castle Gwernia is one of the most confusing areas in the entire game. Keep an eye on the map below—essential people to speak to and necessary rooms to visit are marked.

Key

1. King
2. Abrecan
3. Brenna
4. Rheda
5. Godric
6. Gabrian
7. Trahern
8. Bowden
9. Library
10. Storage Room

Main Floor

6
9
•up to A
•down to B
3
enter/exit

Catapults

8
•A

Storage

10
5
•B

Downstairs

4
1
2
7

A Quest from the King

To find the king, follow the red carpet that leads downstairs to a set of double doors. Go through the doors, put your back to them and turn left. Once you reach the throne room, the king will send you on a quest to find Txomin, king of the Mirari. It is hoped that he can heal your poison, but you must first assemble a party to accompany you.

Searching All Corners

You can open up some barrels and crates to find treasure—but if it's booby-trapped, wait until Brenna the thief joins your party before attempting to disarm it. You'll have a much better chance of success. Also look for small sacks of gold or herbs on the ground.

Choosing a Party

A well-balanced party is crucial to your success. You can take up to three additional members, one of whom, strong-willed Brenna, will join your team regardless. As a result, once you've chosen your other two members the third will vanish and you'll be unable to ask his or her assistance. Talk to people throughout the castle before making any decisions.

Abrecan

Captain of the guard, knight and extraordinarily talented fighter, Abrecan is a welcome addition to any adventuring group. Though he's about as stealthy as an anvil and unable to learn magic, his skill with weapons and high stats make him an attractive choice. Seriously consider Abrecan, as you won't get very far without him.

Rheda

Rheda is a wizard of the Naming school and also possesses some skill with both pole and sword weapons. Naming magic focuses mostly on defensive spells. They're useful, but don't expect to blast enemies with fireballs. Since Brenna will join up anyway and Abrecan is a must, you should decide between Rheda and Godric for your final teammate.

Brenna

Though initially weak, Brenna can pick locks, scale walls and move with stealth; and once you've raised her stats, her backstab can deal unbelievable damage. Don't ask her to join, though—pick the other two members and leave the castle. She'll meet you at the gates, and if you tell her it's too dangerous she'll give you a Battle Axe and join up anyway.

Godric

Godric is a hoot to have on the journey, filled as he is with funny sayings and strange observations, but he's the weakest fighter in the bunch. Though his Alchemy and Mechanical skills can come in handy, his almost total reliance on spell casting and potion-making items such as herbs and spice can be a detriment.

Find Trahern's Sword

Trahern, the castle weapon master, has misplaced a valuable sword. If you manage to track it down, he'll let you take it on the quest. If you wait until all of your party members are chosen before speaking to him, they will each receive a special item.

Trahern

Trahern's shop is in the far corner of the castle grounds. Look for a pair of trees growing close together, then go through the far left-hand door on the wall facing you. He's waiting behind another door.

Bowden

You can use Trahern's sword if you first get a key from Bowden the wizard. Go through the second-floor door with a moon over it, walk straight to the library, then go up. Ask Bowden about experiments to get the key.

Storage Room

The storage room is in the basement of Bowden's tower, beneath the library. The sword is in a chest along the wall—be sure to search the remaining boxes for additional treasure.

On the Road

Once you leave for Erromon, you'll encounter a number of terrible beasts. Another hurdle is just staying on the right path. It can be easy to get lost, so stick to the main road as much as possible and head east if you find yourself disoriented. Exceptions to the roadway rule, where there's a tempting treasure or special side quest that's just too good to pass up, are listed below.

Drive the Innkeeper Batty

The local innkeeper in the town at the foot of Castle Gwernia has bats in his cellar. Go downstairs and take care of the winged menaces, then slip through the crack in the wall for a battle with a goblin. Search the cave for a Stealth Potion.

Camping Leftovers

As you leave the village, look to your left. You'll see a small path leading up from the beach. At the top of the path is a campsite and a chest. Inside the chest is a Chaos Sword. It's very powerful, but you must gain Strength before you'll be able to use it.

Homeward Bound

Along the way to Erromon you'll see a footbridge. Turn right and walk until you come to the remains of Alaron's village. Search the wreckage for herbs, spices, a Ring of Naming and a Rope that adds to thief abilities.

Return to the Witch

Swing back by Oriana's place on your way. She'll tell you a terrifying story and give you the spell of Strength. If you go west from her house, you'll encounter a friendly guard who'll give you directions to the Erromon road.

Spell Chart

There are over 30 spells in Aidyn, and we've listed the ones you'll encounter in the early stages. There are four schools of magic, and you must be of a school to use its spells. The exception is Alaron, who can cast spells of any school.

Name	School	Min. Rank	Dam.	Range	Description	Restrictions
Air Shield	Elemental	1	0	5m/Rank	All friendly entities within range add 1 Rank to their Armor.	None
Strength	Elemental	1	0	1m/Rank	Target gains 2 PS (Strength) for each Rank of the spell.	None
Endurance	Naming	2	0	1m/Rank	Target gains 2 EN (Endurance) for each Rank of the spell.	None
Sense Aura	Naming	3	0	1m/Rank	The target of the spell reveals its current statistics. The amount of info revealed depends on the Rank.	None
Weakness	Naming	2	0	1m/Rank	Target loses 2 EN for each Rank of the spell.	None

To Battle!

You'll spend a good deal of your time locked in mortal combat, so it's a good idea to learn some basic strategies first. Unless your energy is low, you'll want to fight as often as possible. Experience points, special items, weapons, armor and gold are all obtained as spoils of battle. If you are weak, camp to regain energy.

The Movement Circle

Since all combat is turn-based, you'll have plenty of time to devise your strategy. Characters can move freely on the battlefield within a certain radius. The higher a character's dexterity, the more ground he or she can cover in a turn. Heavy armor or weapons, however, will reduce the movement circle.

Take Cover

Physics play an important role in combat. Hiding behind a rock or tree will make you harder to hit and provide cover for members armed with throwing or missile weapons.

Heal Thyself

There are two ways to heal: using the Healing skill and drinking potions. Since skills drain Stamina, you're better off with potions. Also note that characters who perish do not recover, so save early and often.

Gain the High Ground

Fighters who occupy the high ground gain speed and accuracy bonuses, so always maneuver your party to the tallest hilltop in sight. If you sneak up on enemies, you'll often gain the high ground as soon as the battle begins.

Backstabbing Thievery

Thieves are multitalented, and you should never be without one—especially since they get a massive damage bonus when they attack from behind. A great strategy is to give as many party members the Thief skill as you can. Even if it's just at Level 1, you'll still get a bonus.

Find Your Aspect

A character's Aspect is the time of day or night he or she fights the best. Most characters fight best in the daytime, and most creatures do better at night, so plan your adventuring and camping times carefully. Only characters of a certain Aspect can wield some weapons.

Skills and Stats

One helpful feature of Aidyn Chronicles is that you can divvy up experience points any way you like—but what should you focus on? The chart below shows some of the more useful skills and stats to keep in mind as you gain experience.

Dexterity

Dexterity is vital. Its importance cannot be overstated. It affects the size of your combat movement circle, dodge and strike capabilities, and the number of attacks you can perform per turn. Boost the stat as quickly as you can, especially for slower folks like Alaron.

Intelligence

Intelligence is very important for magic users and loremasters but not so important for a brawny fellow like Abrecan. It affects your skill with missile weapons, however, so if a character uses a bow, you'll want to keep his or her Intelligence fairly high.

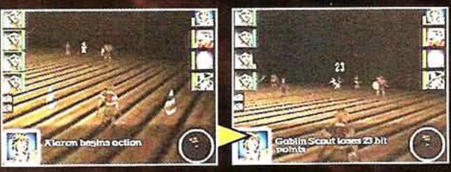
Stamina

Stamina is used to power special skills such as Healing and Troubadour. It's also drained if you pick locks, cast magic spells or take damage in combat. Keep a close eye on Stamina as you trek through the wild—you'll want to camp as soon as it gets low.

Strength

Strength affects the amount of damage dealt by hand combat weapons like swords, axes, poles and daggers. It also increases your chances of a successful strike. Give Brenna the Sword skill and a high Strength rating to make her practically unstoppable.

Missile Weapons



At least one of your party members should be armed with a missile weapon. Thrown weapons are decent, but they lack the firepower and accuracy of a bow. Alaron makes a good archer—he already knows Missile, and it keeps him away from direct combat.

Mighty Abrecan

Abrecan's valor in battle is legendary. Don't worry about magic or trickery with him; just give him a big axe and some heavy armor and have him run straight at your enemies. You'll need to teach him the Hafted skill if you want him to use an axe, but it's worth it.

Thief

Thief has already been mentioned, so just be sure to give it to anyone who can learn it. To train a skill, visit shopkeepers and ask to train. Skills can then be improved on the field of combat or at shops. It takes less experience to level up in shops, but it costs gold.

Healer

Healer is a useful skill once the user reaches a high enough level, but at the early stages of the game it's not very helpful. If you teach characters the Healer skill, be sure to give them plenty of Stamina to go along with it.

Troubadour

One of the more obscure skills is Troubadour. It is a musical skill that allows the user to sing for a turn, causing his friends to battle with ferocity and enemies to cringe in terror. It takes a lot of energy, but a skilled Troubadour is handy during tough battles.

Stealth

If you are low on energy you can sneak by enemies rather than engage them. Your chances of success rest upon your Stealth. It is based on the character with the highest rating, so you need to focus on only one person. Many types of armor will raise or lower Stealth.

Diplomat

To make a good impression, one must have a silver tongue and a soft touch. Diplomat will school your character in those arts, making NPCs (non-player characters) more likely to give you useful advice. Again, only one party member needs the skill.

Loremaster

Your Loremaster skill will determine the amount of useful information you can glean by reading books, scrolls and other ancient writings. It's practical for magic users, but certainly not necessary for a successful campaign.

Merchant

The higher your Merchant skill, the more likely it is that shopkeepers will give you lower prices on purchased items and pay more for gear that you sell them. Boost one character's Merchant skill quickly, as it will save you much gold in the long run.

Wizard

To harness and cast the power of magic successfully, you'll need to have a high Wizard skill. Many spells cannot be cast unless you reach Level 5 or more, so if you have a magic user you'll want to boost it with all due haste.

Warrior

Warrior determines your effectiveness in straight combat and also determines how often you score critical hits on your enemies. If a character ever picks up a weapon, he or she should have a Warrior ranking of at least two—more if you feel you can spare it.

To Erromon is Human

Upon reaching the Mirari city of Erromon, you'll need to search out Txomin the king and beg a boon of him. His castle is at the far end of the village. Take some time to explore your new surroundings, talk to locals and buy and sell equipment. Your main source of gold is from selling weapons and armor plundered in battle, so keep the best for yourself and dump everything else.

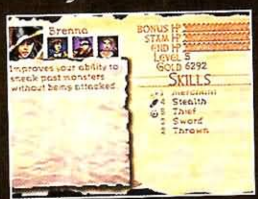
Shopkeeps

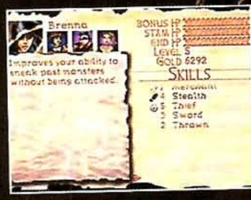
Before selling or buying anything, visit five or six different shopkeepers and see who has the best prices. Also plunder a pile of gold on the top floor of the hotel.

Spelunking

Hidden behind the Mirari village is a vast network of caves. There's actually not a whole lot there other than a few gemstones, but be sure to find the Portal—it's located behind Edur's house.

Don't Change Weapons in Midstream





The arsenal of weaponry in Aidyn can be mind-boggling, and you can spend as much time as you want swapping arms between characters. A better strategy is to find one type of weapon that a character has some success with and stick with it.

Going Up?

Ladders are scattered throughout Erromon, and they're often camouflaged. Be sure to climb every ladder you see—there's usually some treasure at the other end.

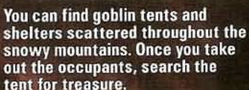
In Txomin's Court

Once you speak with the Mirari king and his courtesans, he'll send you on a long and dangerous quest to rid his land of the goblin menace. In exchange, he'll promise to cure your poison. Despite the fact that some members of the party feel His Majesty is less than trustworthy, head north up the stream bed to engage in some goblin thrashing.

Get the King's Ear

Though he's all smiles on the outside, the king of the Mirari has a devilish plan in mind for you. Since you need his aid, however, you'll have to perform his task. Once the conversation is over, explore his castle to learn a little about your new employer.

Goblin Tents

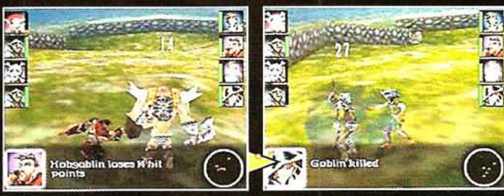


You can find goblin tents and shelters scattered throughout the snowy mountains. Once you take out the occupants, search the tent for treasure.

Snowy Chests

You'll also find a number of chests lying half-buried in snowdrifts. You'll need to travel far from the beaten path to secure them all.

Grappling with Goblins



Goblins usually attack in packs, and they have a clear leader. If you can take out the leader, usually a Hobgoblin or Goblin Sargent, the other troops will quickly become disheartened. Be wary of Hobgoblins, as they can and will use magic.

Finding Your Way

The compass is your best friend in the snowy, goblin-infested mountains, especially since everything looks alike—white and steep. RPGers who enjoy making maps of games would be well advised to break out the rulers and graph paper. It will be a big help.

A Suspension of Disbelief

Your mission will be over once you slay the goblin leader, and finding him can be a chore. To locate him, follow these steps: As you first approach the goblin mountain, you'll see a tent. Take the first right you see after the tent and go up the mountain. Bear left when you come to a cliff and cross a narrow ledge. You should see a long suspension bridge in the distance. Cross the bridge, head down and left and look for a tent with ragged flags. If you're having trouble, go to nintendopower.com for a QuickTime movie of the journey.

Kitarak's Challenge

The goblin leader, Kitarak, is a menacing sight. Ignore his underlings for the moment and focus all of your energies on him. Once you've slain the goblin leader, you can return to Erromon—but the more goblins you take out, the more experience, armor and weapons you will receive.

Oathbreaker

Txomin is as good as his word, if that word is "liar." Rather than healing you, the two-faced king will send you off to the wizards school in the nearby town of Talewok. There, he assures you, you can find someone who will cure what ails you.

A Change of Pace

Before you leave, visit the inn one more time. There you'll find a human Ranger named Brecan, who will offer to join your group. You don't have direct control over who comes and leaves, so if you want him to join you'll have to leave Abrecan behind. The choice is up to you.

On to Glory

You have only begun to scratch the surface of Aidyn. As you continue, you'll battle demons, sail on the high seas, explore old lighthouses and meet an increasingly amazing cast of characters. If you have the patience to stay with it, especially through the often-maddening first few hours, Aidyn Chronicles will immerse you in a world never before seen on the Nintendo 64. RPG players have cried for an N64 game for years, and THQ and H2O have delivered with a title that can bring a smile to the face of even the most hardened goblin slayer.

Rev up for fast fun as Mickey Mouse, Donald Duck and the rest of the Disney gang hit the track running for a new cross-country racing circuit tour in Mickey's Speedway USA for Game Boy Color. It's 20 tracks of cartoon racing action with all of the extras.

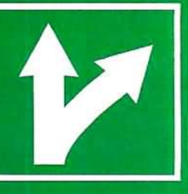
MICKEY'S SPEEDWAY USA

START YOUR ENGINES

The wily Weasels have created a commotion by taking possession of Mickey's pet, Pluto, and Pluto's diamond-studded collar. Developed by Rare, in cooperation with Disney Interactive, and published by Nintendo, Mickey's Speedway USA for Game Boy Color challenges you to save the day by racing cross-country and tracking down the Weasels. Special features include driving school courses, time trials and a collection of postcards from your adventure that you can print using the Game Boy Printer.

Mickey Mouse enlists the help of his pals to race across America and help him track down the pup-napping Weasels. With every racing victory, Mickey will be one step closer to saving Pluto.

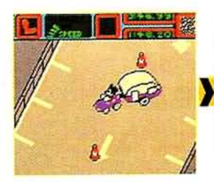
LEARN TO DRIVE



When you're not racing cross-country or challenging another Mickey's Speedway USA player to a Game Link race, you can take driving lessons from Professor Ludwig von Drake or learn how to navigate the curves and shortcuts of the circuit courses in Time Trial Mode. If you achieve record-breaking times in driving lesson challenges or time trials, you can unlock new options.

DRIVER EDUCATION

In Professor von Drake's Driving School, you can take a series of driving challenges that test your mastery of driving fundamentals. He offers five lessons in all.



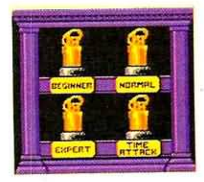
If you earn gold stars in each of the professor's five challenges, he will give you the ultimate challenge—take the tests again while towing a trailer!

A variety of accomplishments, like getting a gold trophy in every circuit, will earn you the chance to take a series of new driving challenges devised by Huey, Dewey and Louie.

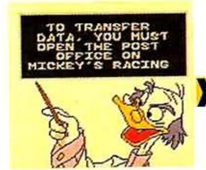
ROADSIDE ATTRACTIONS

Time trials allow you to test your mettle on circuit courses without the stress of competition. With every new circuit that you open, the courses on that circuit will be available to you in the time trials.

The Tour Journal offers pictures of places and characters from your trip that you can print using a Game Boy Printer.



Check out the Trophy Cabinet to reflect on your accomplishments. There is a trophy for every circuit and difficulty level. You'll be very accomplished indeed if you can fill it with gold.



If you have Mickey's Racing Adventure for Game Boy Color and a second Game Boy Color system, you can unlock a secret track in Mickey's Speedway USA. Choose the IR-Link option and send e-mail from the Racing Adventure post office to the Speedway game.

DRIVE WITH CHARACTER

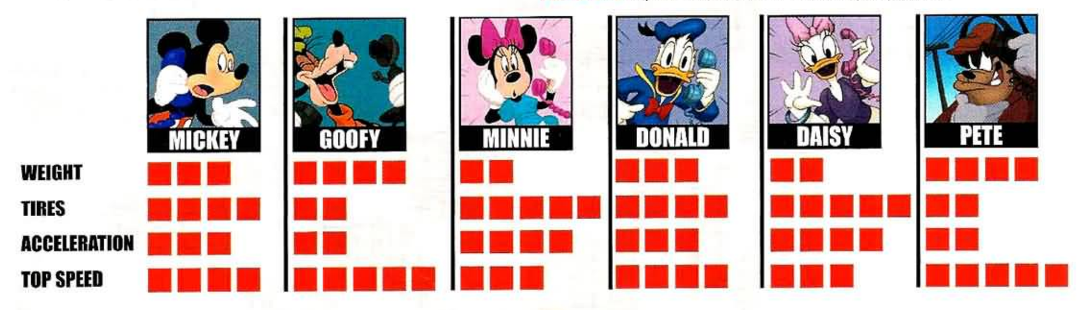
Each of the six characters in the game pilots a racer with one of three sets of options. The cars that Mickey and Donald drive are well-balanced. Goofy and Pete use heavy cars with high top speeds. Daisy and Minnie drive cars with excellent handling that pick up speed quickly after stops and curves.

WEIGHT- The heavier the car, the harder it is to handle around sharp curves.

TIRES- Gripping tires may not be speedy, but they help you stay on the road.

ACCELERATION- Good acceleration ensures fast pickup after slow sections.

TOP SPEED- Expert racers benefit most from high top speeds.



1 BEGINNER
2 NORMAL
3 EXPERT
4 TIME ATTACK

You can race the Speedway circuit in four different difficulty modes. Beginner and Normal difficulties are available from the start. As you play the game and demonstrate superior racing ability, Expert difficulty and the Time Attack Mode, which pits you against the clock, will become available to you.

1

In Beginner Mode, you should have little difficulty in keeping up with the other racers once you've practiced a few times in time trials. You can unlock the first three of the game's five circuits at that level.

2

When you choose Normal difficulty, you can open all five racing circuits. Your racing rivals are better drivers and more aggressive in Normal Mode, but you should be able to place in every race, even if you make a few mistakes.

3

After you complete your cross-country race in Normal difficulty mode, you'll earn the chance to race at the Expert level. Your racing rivals are nearly flawless in Expert Mode. A single mistake could cost you the gold.

4

If you beat the gold star time for every track in the time trials, you will have the chance to play the game in Time Attack Mode, where you'll race against expert opponents and the clock at the same time—the ultimate driving challenge.

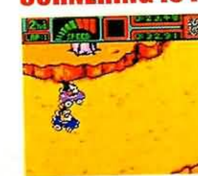
DEVELOP A WINNING STRATEGY

Before you compete in the first set of courses, try to develop your skills and memorize the tracks in time trials then take those skills to the circuit and leave your competitors in the dust. Strong driving skills and a knowledge of the twists and turns of the tracks will give you a good chance to collect the checkered flag in every race.

BEGIN WITH A BOOST

You can get a big burst of speed off the starting line if your timing is perfect. Hit the A Button to accelerate at the moment the race begins. You'll dart out ahead of the rest of the racers and drive from a position of power.

CORNERING IS KEY



When you learn to navigate curves and sharp corners smoothly, you'll be able to cut your track times dramatically and swiftly gain on your opponents. Try to memorize the nuances of the track so that you can anticipate every corner.

PICK UP POWER ON THE ROAD

Six different types of power-ups give you a racing edge. Be sure to pick them up and use them when the time is right. Good use of power-ups could mean all the difference between fourth and first place.

Carbo Spritzer
Get a quick burst of speed.

Shield Shell
Protect your car from attacks.

Paint Splotcher
Leave a slippery puddle of paint.

Magno Flyer
Knock out opponents with a homing flyer.

Stormy Weather
Slow down opponents with a storm cloud.

Baseball Chucker
Make a close competitor spin out of control.

TRAFFIC TROUBLES

1

The first Traffic Troubles race takes you to Los Angeles for a beach and boardwalk battle. The trickiest section features two ramps and two 90-degree angles. If you catch air and you're at an angle, press up on the Control Pad to straighten out.

2

The twists and turns of the Grand Canyon course are not very sharp. You should be able to take them without slowing down. If you don't have enough speed for the long jumps, don't worry. You'll clear them automatically.

3

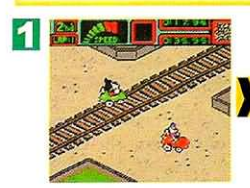
Your race through the forest of Yosemite includes many simple, swooping curves. There's one long straightaway at the end, with a trip through a hollowed-out tree. If you have a Carbo Spritzer, that's where you should use it.

4

The San Francisco wrap-up to your race through the American Southwest is a street course with 90-degree turns and hills. Midway through, you'll encounter a cable car in the middle of the street. Swerve left or right to miss it.

MOTOR WAY MANIA

1



Tall buildings sometimes obscure your view of the streets of Seattle. Don't let that keep you from staying on course. Drive along the train tracks for a shortcut that will greatly increase your chances for victory.

2

The most dangerous curves of the snowbound Montana course are near the beginning of each lap. Once you reach the long straightaway that is partially obscured by snow banks, it should be smooth sailing to the end.

3

You'll find little reason to slow down in your drive through the natural setting of Yellowstone. The curves are gentle and there are several straight sections throughout the track, particularly before and after the geysers.

4

The Motor Way Mania finale in Utah takes you over hills, through rocky tunnels and around some pretty intense curves. Stay on the inside of the track and look for three shortcuts. The last one requires some tight turning.

FREEWAYPHOBIA

1

The Milwaukee raceway course is quite possibly the shortest course in the game. A quick start and good navigation around the first set of curves are crucial. You won't have much time to catch up if you make an early mistake.

Your long Colorado mountain trek starts with an easy zigzag section followed by a long straightaway. You will encounter a few tight turns, but most of your race will be a full-throttle thriller.

While the country roads and cornfield paths of Nebraska may be flat, they do feature a lot of tight corners and two sets of ramps. The cornfield-to-street transitions are particularly tricky.

4

The Freewayphobia circuit wraps up in Texas with a long and windy course that includes two big dips and a particularly tough section at the end of every lap. Try to keep from bouncing off the sides of the track.

VICTORY VEHICLES

1

The Gulf Coast track begins with some straight and fast sections on the beach, then turns nasty with a tall hill and one tight turn after the next. The keys to success are watching your speed and maintaining control.

3

Much like the Milwaukee racetrack course, the Indianapolis course is extremely short and fast. It features one long, straight stretch, some easy curves and a pair of short inclines. A Carbo Spritzer would come in handy.

2

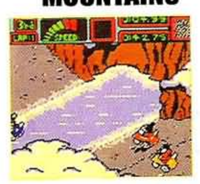
The Louisiana race is a short and fast bayou blast. You'll encounter a steep incline, a wooden bridge and a covered section, but the trickiest part is a grassy patch that looks like a lead in to a curve. Don't be deceived.

4

Like San Francisco and Seattle, Boston is a dangerous city street track that is loaded with 90-degree turns. After you practice the course, you may be able to cut some time by preparing for corners in advance.

FRANTIC FINALE

1 SMOKY MOUNTAINS



The Frantic Finale opener features tight curves and some slick sections over a frozen river. Watch out!

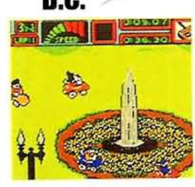
2 FLORIDA EVERGLADES

The long race through the Florida swamp features abrupt curves and three jumps. Don't go too fast.

3 DAYTONA BEACH

Part racetrack and part beach course, the Daytona tour includes a narrowing merge that could throw you off.

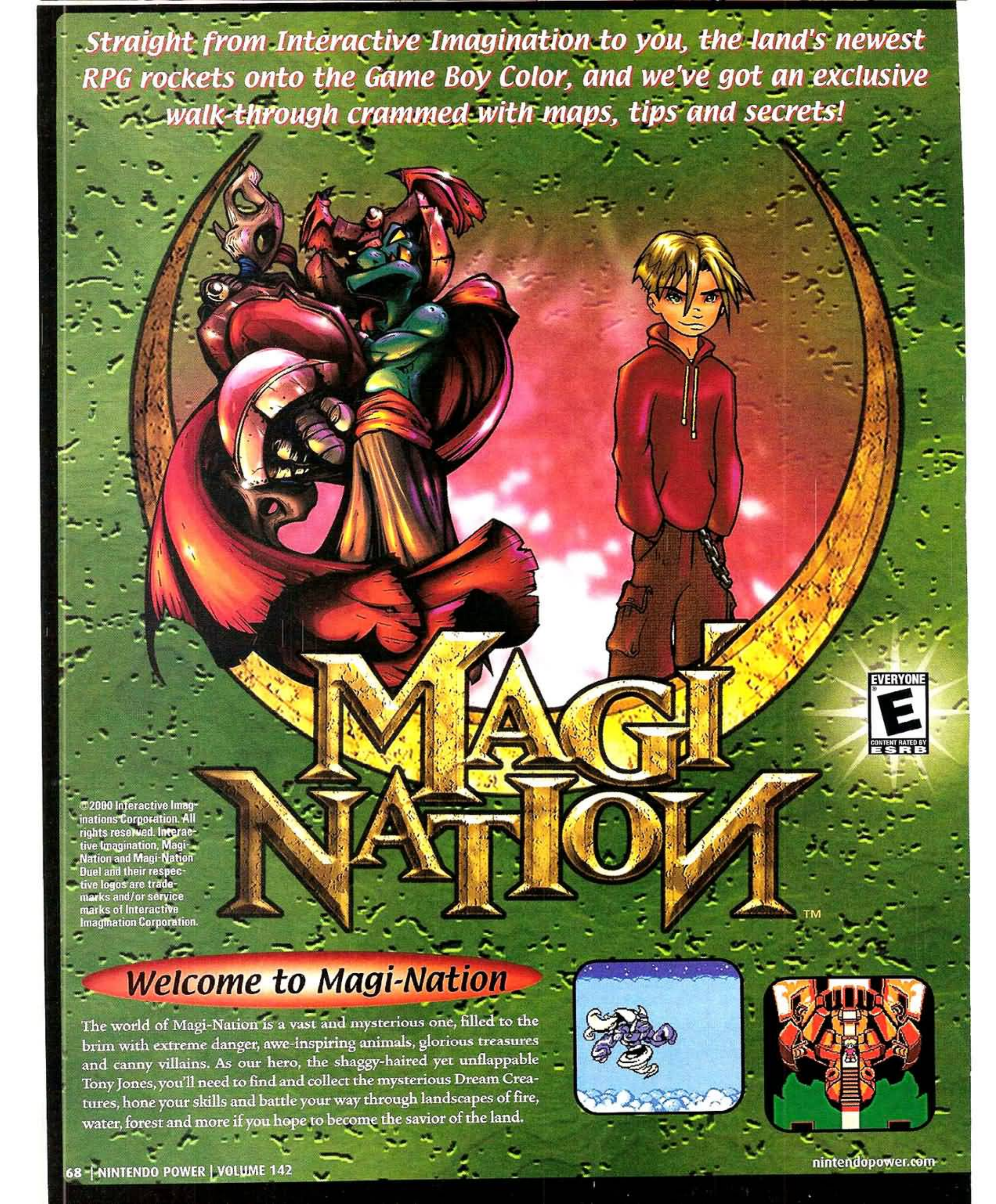
4 WASHINGTON D.C.



The final race around the White House lawn has two branching sections. Try to stay on the inside to shave off seconds.

THE FINISH LINE

Mickey's Speedway USA for Game Boy Color is a full-featured companion to its N64 predecessor. If you have the N64 game and an N64 Transfer Pak, you can unlock a hidden character—Donald's nephew, Huey—in the N64 game for more fast fun.



Welcome to Magi-Nation

The world of Magi-Nation is a vast and mysterious one, filled to the brim with extreme danger, awe-inspiring animals, glorious treasures and canny villains. As our hero, the shaggy-haired yet unflappable Tony Jones, you'll need to find and collect the mysterious Dream Creatures, hone your skills and battle your way through landscapes of fire, water, forest and more if you hope to become the savior of the land.

Enter the Cave, Man

The local toughs in Tony's new hometown of Tavel Gorge spend most afternoons hanging out by a cave on the outskirts of town. After he is challenged to enter the cave and find a crystal, a sudden earthquake sends Tony spinning downward to a strange new land. Look for the aforementioned crystal in the upper-right corner of the cave.

You Can't Go Home Again

Tony's long fall ends with a splash on the shores of Magi-Nation. There's no rest for the brave and resourceful, however, as he'll immediately face off with the diabolical duo of Korg and Zet. Double mean and triple ugly, they make Tony's hometown bullies look like cream puffs.

The First Battle

You don't need a translator to know that Korg and Zet's nonsensical mutterings spell trouble. Luckily for you, the crystal that you grabbed earlier contains Furok, a powerful Dream Creature. He'll emerge to scare off the baddies.

Meet Eidon

Your first friendly encounter is with a local denizen named Eidon. Accept his gift of a translator bracelet, then follow him to the forest stronghold of Vash Naroom.

From the Tunnels

Seer's House

Vash Naroom

The Glade

Hidden Forest

The River

The Forest

The Tunnels

The Windmill

Weave Path

Gia's Place

Secret Places

Magi-Nation is full of secret locations and items. Once you've visited Vash Naroom, return to the River and locate two chests behind some trees in the top-right corner. Always explore chests, even if they seem to be open.

Being Vash Naroom

Vash Naroom is a sprawling metropolis nestled high in the treetops of the Magi-Nation forest. Besides being a treat for the soul, it's where you will find a number of shops and allies to aid you on your quest. Be sure to check out every bookcase, picture, table and item that you see—even if you don't find treasure, the humorous dialogue is reward enough.

Orwin's Oratory

Orwin, the town Elder, has a house in the northern end of Vash Naroom. Head there first and speak to him. He'll ask some questions and then send you on your way.

Rings Aplenty

Pruitt is a ringsmith, a craftsperson who builds rings. Once you get enough of a Dream Creature's animite, let Pruitt use it to make a ring. You can then use the creature in battle.

A Muddled History

Evu the historian can tell you anything you need to know about relics or items, but he demands jelly beans first. Be sure to scour his fireplace for a secret treasure.

The Poad Abode

Poad is the innkeeper and distributor of jelly beans. Once you've spoken to Evu, save your game at his inn then get a few candies from him. Once you've learned kick blocks, you can jump behind Poad's bar and find a chest.

Yaki's Training Academy

Once you've explored the town, return to the entrance. (You can run by holding down the B Button). Eidon will then take you to a training school where you can practice fighting and have questions answered by the great Yaki himself. Ooo, yeah!

Quaking in Fear

After you and the motivational guru, Yaki, part ways, a sudden earthquake will send Eidon running for the woods east of Vash Naroom—so pack up and follow him. You're about to face your first battles, so stop at Poad's Inn and save first.

Fight Club

The eastern forest is a good place to build experience and find treasure. Dream Creatures make their presence known with a blinding flash of Dream Energy—simply walk into the shimmering light to enter a battle.

Lost in the Woods

There's no Blair Witch to deal with—only Dream Creatures. Don't look to the locals for help, just stay a steady course and follow the path up and right to track down the wayward elder.

Double Trouble

You'll need to battle Korg and Zet to save Orwin. If you have new rings, make sure all your creatures fight—experience points are distributed to each active creature equally.

Woe to Orwin

After the battle, Orwin will wax poetic on Shadow Geysers and give you an Energy Bracelet. The bracelet lets you move rocks and stones, so be sure to grab the rock-locked chest you passed on the way.

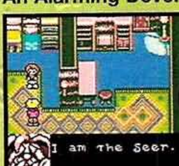
The River	The Glade	The Seer's
Eebit	Weebo	Weebo
Weebo	● Furok	Rudwot
Leaf Chogo	Twee	Plith
● Furok	Bhatar	Vinoc
	Plith	

● The dot indicates recommended Dream Creatures. You'll want to collect these powerful allies.

Lend a Hand

Orwin's illness is growing worse by the hour. Though weakened, he commands you to search out a Seer who lives by the lake. Head north from Vash Naroom and into the nearby woods, then north until you reach his home.

An Alarming Development

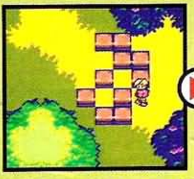


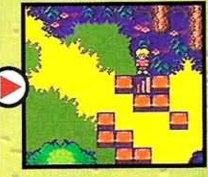
The Seer has a booby-trapped chest in his living room, just in case nosy neighbors happen to drop by. Once you set it off, you'll be able to speak to the man himself. He'll take you straight to Orwin, but be sure to return to his house and get a Grow spell from the chest.

Oh Magi, Where Art Thou?

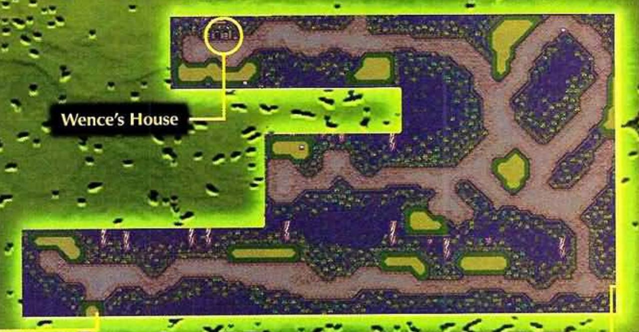
Since the Seer's hyped advice was fairly useless, you'll need to discover some answers on your own. Head south from the Seer's residence and follow the thin yellow path in the overland map until you reach The Forest. Lurking somewhere nearby is Gia, a healer and wise woman who may know how to cure Orwin's illness.

Block Rocking Beats





You'll encounter a number of blocks immediately upon entry into the woods. Kick the top middle block out of the way to reveal a secret staircase—with treasure inside, naturally.



The Forest

- Rabbage
- Vinoc
- Arboll
- Bhatar
- Rudwot
- Plith
- Treebit
- Weebo
- Leaf Chogo

Weave Path

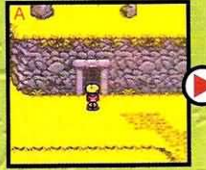
- Weebo
- Plith
- Vinoc
- Bhatar
- Wasperine
- Rudwot

A

B

To The Weave

Let's Go Backtracking



Once you steal a key from a town called the Cald, return to the locked door near Gia's and open it. You'll find relics inside, but you'll need to do some block kicking first.

The Runaround

Unless you're looking for a fight, you can avoid the long way home. Once you've cleared the blocks and met with Gia, head through the brush for a shortcut to the overworld.

Mapping Your Progress

Once you're in the woods, go left for three screens and then down. If a strange woman appears and begins to mock your fashion sense, you're on the right trail. Keep heading left until you emerge in the weave path.

Water in a Haystack

Once you're back in the Overworld, run to the windmill. There's a Bag of Bones inside the mill, as well as a large haystack to play in. Search the stack carefully to secure a Water of Life.

Eidon Seek

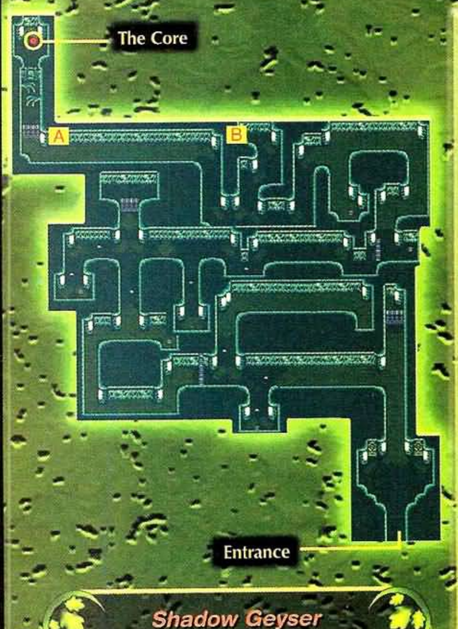
Seems Eidon has been working for Gia all along. After the two of you talk, look around Gia's spread, admire the mighty wood-burning stove and take a cautious peek inside the "Storage Shed."

Finding a Mentor

Gia turns out to be the woman who harassed you on the road to her house. After a brief chat, she'll give you a Core Glyph then instruct you to return to the Vash Naroom Shadow Geyser.

Darkening Shadows

Winning your first geyser battle is no easy task. Enemies attack without warning, and they'll come in large numbers. You'll need Tony to be around level 10 to stand a chance. Track down a Wasperine first—it will be a big help.



Shadow Geyser
- Black Agovo
- Shadow Vinoc
- Hook Wing
- Vile Yogu
- Koil

Switching Over

Scattered around the geyser are a number of wall-mounted switches. Pressing them will cause walls to crumble, allowing you passage through the geyser.

A Bone to Pick

At the far northern end of the geyser, you'll find a bone embedded in the wall. Apparently it's a load-bearing bone, because pulling it out will weaken the wall enough for it to crumble once you activate a lever to the right.

The Wrath of Togoth

Togoth guards the Shadow Geyser, and his creatures consist mostly of Black Agovos and Koils. Try to eliminate his creatures as quickly as possible, because if he gets three or four out at once, it will be difficult to take them all down. Use your energy wisely.

Onward and Downward

Once the Vash Naroom Shadow Geyser has fallen, the locals embrace Tony as the chosen one foretold in prophecy. While the mantle of savior rests somewhat uncomfortably on his bony shoulders, don't let it prevent you from continuing to save the day.

Grab a Glove

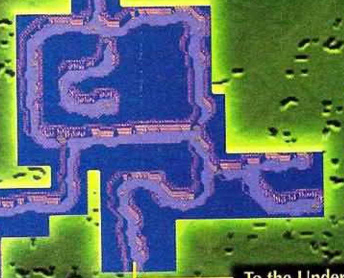
Resting on the spot where the geyser used to be is a small cave. Root around inside until you locate a chest. You'll need to take its contents to Gia.

Back to the Farmhouse

It's a good thing Tony's in shape, because he's doing a lot of walking. Gia, who seems busy, tells you to go see Eidon instead. He will fashion you a pair of Crystal Gloves, which allow you to tunnel through soft dirt.

The Tunnels

- Gum Gum
- Brub
- Vulbor
- Porkuslime
- Weebat
- Tusk Bwisp
- Bisiwog
- Ghost Bwisp



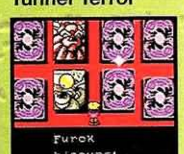
Holy Halitosis

There's a large stone carving with a huge mouth just north of Gia's farm. Enter it and use your newfound gloves to dig a pathway. Once inside, you can either explore the Tunnels for treasure and Dream Creatures—and there are some of each—or head down and right to continue the quest.

Barrier Blasting

If you hang a left from the cave entrance, you'll see a man staring at the wall. You can blow it open once you get a Blast Urn, but hold off—powerful creatures will make short work of you.

Tunnel Terror



The tunnels are a great place to discover Dream Creatures and build up your experience quickly. Remember that your energy gauge is refilled every time Tony goes up a level.

Shortcuts

There's a temporarily uncrossable gap off the main tunnel, but once you get a pair of jumping boots you'll be able to leap it. The path beyond leads you to a town called Cald and another Shadow Geyser.

What Lies Underneath

The Underneath is a small bedroom community composed primarily of mold merchants and fungus fanatics. You'll discover a number of new Dream Creatures within its rocky boundaries, as well as the second Shadow Geyser.

Sisterly Love

Your first stop should be at the house of a local named Ulk. She'll tell you about her sister, Gruk, a world-renowned mushroom farmer who's been having recent troubles with insomnia.

Meeting Motash

Jaunt over to the town elder's home and pay your respects. The Elder, Motash, will tell you a little about the town and its people. Be sure to examine her bookcases.

The Tunnels
North Tower
Ringsmith
The Underneath
Gruk's Place
East Cavern

You've Got a Ticket to Buy

You'll find the Scrub-a-Brub minigame in the southern end of the Underneath. It works like Wac-a-Mole, and tickets won from the game can be used to buy items from a new store in Vash Naroom.

Gruk's Place
Entrance

In the Basement

Gruk's home, which is to the far east of Ulk's town, has a problem with noises in the basement, and they're causing her insomnia. Give her a hand and see what's going on.

East Cavern

- Cave Rudwot
- Giant Korrit
- Agovo
- Weebat
- Parmalag
- Porkuslime
- Tusk Bwisp

A Handsome Ransom

While you were busy in the basement, Gruk was kidnapped by Korg and Zet. Return to town and talk to folks. You'll receive information on her whereabouts, as well as an unwelcome offer of assistance from Gogor, the local beefcake.

Ringing True

Gruk is held in a tower to the north. You'll meet a Ringsmith on the way, and it would be smart to get enough animite to make Tusk Bwisp and Cave Rudwot rings. The Bwisp is very strong, while the Rudwot's burrowing ability is invaluable during Magi battles.

Into the Tower

Korg and Zet have set an ambush for you, but don't worry. Their superior bumbling will once again get in the way of their pathetic intellect. Move up and right to reach the poor hostage.

What's Shaking?

Once you've saved Gruk and endured the macho posings of Gogor, you'll return to town in time for another quake. Of course, it signals the formation of a geyser, so strap on the rings and go to Gruk's old house.

Spelunking Fun

The second Shadow Geyser is significantly more complex in design than the first, and it contains a number of nasty creatures. You'll need to keep a close eye on the map below if you want to emerge in one piece.

The Core

Entrance

A

A

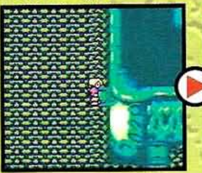
B

B

Shadow Geyser

Grax
Koil
Shryque
Black Agovo
Core Grag

Switching Over



You can raise and lower walls by stepping on switches with the identical symbols. Most switches are trapped behind walls, so you'll need to lower the first wall before you'll be able to lower the second, and so on. Note that lowering one wall raises another, and vice versa.

Mugged by Mugh

The boss of the geyser, Mugh, is one tough character. Have your Cave Rudwot burrow as soon as you can—he'll avoid attacks and keep Mugh from attacking Tony directly. You'll need to have built yourself to about level 20 to stand a realistic chance against the boss.

Use Your Imagi-Nation

Two geysers down and two to go, and the fiercest battles are far from over. We'll have more Magi-Nation strategy coming your way next month, but in the meantime track down Dream Creatures, make all the rings you can and search every nook and cranny for the incredible number of secrets and treasures. Gamers, take note! Magi-Nation is an incredibly fun and well-designed adventure that everyone should try.

Caitlin,
Wal-Mart
Customer

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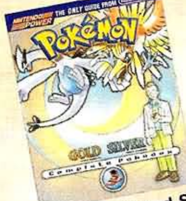

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Rating Pending

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Hide and Seek

Pokémon Gold and Silver have been out for a few months now, and plenty of Pokéfans have finished the game and are ready to round out their Pokémon collections. With that in mind, we've put together a miniguide for catching some of the harder-to-find Pokémon in Gold and Silver. If you're not done with the games yet, you might be interested to know that many of the most asked-about Pokémon are located in areas you'll reach near the end of the game. There are lots of Pokémon in Gold and Silver, and the most important thing you need to have to catch them is patience!

Misdreavus
Mt. Silver
night

Skarmory
Route 45
all times
Silver Only

Smeargle
Ruins of Alph
all times

Sneasel
Route 28, Mt. Silver
night

Scyther
National Park
Tuesday, Thursday, Saturday
Bug-Catching Contest Only

Ariados
Route 2
all times
Gold Only

Electabuzz
Route 10
morning, night (1st visit), day (later visits)

Houndour
Route 7
night

Pokéchat

Hey you, Pokéfan! Does Pokémon Yellow have you feeling blue? Is Pokémon Gold or Silver making you see red? Snap out of it and send us your puzzlers. We're up to the challenge!

Q: How can I wake Snorlax in Gold and Silver?

A: You won't be able to wake the large Pokémon when you first encounter it. After you've fixed the mess at the Power Plant, head over to the Radio Station in Lavender Town to pick up an Expansion Card for your Pokégear—it will let you listen to the radio in Kanto. Tune into the Poké Flute channel to wake Snorlax and be prepared to battle the sleepy behemoth.

Q: How do you get the bike in Gold and Silver?

A: When you reach Goldenrod City, take a right just past the roof of the Department Store and walk all the way around the store until you get to the small shop just to the right of the store. It's the Bike Shop, and its owner will ask you to ride around on a bike to advertise the shop's wares.

Q: Where is Fly in Gold and Silver?

A: You can't find Fly; you have to earn it. After you defeat Cianwood City's Gym Leader, Chuck, his wife will run after you and present you with HM 02, Fly.

Q: What's the difference between Explosion and Selfdestruct?

A: The biggest difference between the two very similar attacks is the base power—Selfdestruct's base damage is 200, while Explosion's is 250. Otherwise, they're nearly identical. They're both Normal-type attacks that make the attacker faint. Even the group of Pokémon that can learn Explosion is almost identical to the group that can learn Selfdestruct. Incidentally, Explosion has the highest base attack power of any Pokémon attack.

Q: What does Splash do?

A: It doesn't really do anything, unless you're playing the minigame Magikarp's Splash on Pokémon Stadium, where it hits a counter.

Q: Where is the Sun Stone?

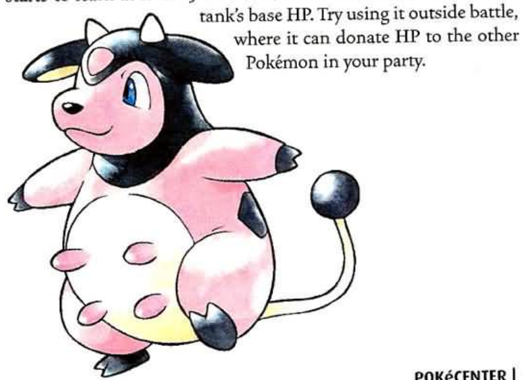
A: It's the prize for winning the Bug-Catching Contest held in the National Park every Tuesday, Thursday and Saturday. Try catching the highest-level Pokémon possible, and pay attention to the Pokémon and levels that tend to win each contest. When you've got a Sun Stone, you can use it to evolve Gloom into Bellossom, or Sunkern into Sunflora.

Q: Some of my Pokémon have the Pokérus! Is it a bad thing?

A: No, not at all. The Pokérus will not harm your Pokémon. Eventually, all of your Pokémon will shake off the curious condition, but before they do, you may try taking them into battle to see what happens.

Q: Which Pokémon can learn Milk Berry?

A: Oops! The attack Milk Drink was erroneously called Milk Berry in the first Official Nintendo Pokémon Gold and Silver Player's Guide. Miltank is the only Pokémon that learns the move, which it starts to learn at level 19. In battle, the move restores half of Miltank's base HP. Try using it outside battle, where it can donate HP to the other Pokémon in your party.



Pokémon University

Welcome to Pokémon University! Professor Elm and Professor Oak are two of the most respected Pokémon authorities in the Pokémon World, and they're teaming up to answer all of your Pokémon questions.

ELM

OAK

Can Pokémon hatch knowing extra moves?

Yes, they can. A Pokémon that hatches from an Egg can inherit moves from its parents, but there are certain restrictions. If the baby can learn a TM and its father knows it, it will hatch knowing the move. If the baby can learn a move by leveling up and both parents know it, the baby will hatch knowing the move. There are also moves called "Egg Moves," which are special moves inherited from the father. One official way to know what the moves are is to consult each Pokémon's Egg Moves list, which will be available in the upcoming Pokémon Stadium 2.

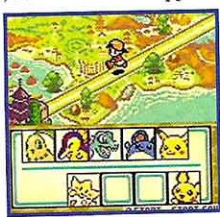
A male Umbreon and a female Pikachu create an Egg.

The baby Pichu has TM moves inherited from its father.

Where is Marill in Pokémon Puzzle Challenge?

You might have noticed that you have a lot of empty boxes next to your Chikorita, Cyndaquil and Totodile. The boxes are used to store the Pokémon you win from Trainers that appear after you've accomplished certain tasks. Marill is one of the Pokémon you can catch under those special circumstances. Start a single-player game in the Challenge Mode on Normal or higher. Before you reach Blackthorn City and battle Clair, you must manage to execute a four-chain in battle. After you win that battle, a Trainer named Swimmer will challenge you. When you defeat Swimmer, he will hand over his Marill. If you don't complete the four-chain before reaching Clair, Swimmer will not appear.

Complete a chain of four or more before you reach Clair.


If you win the battle with Swimmer, Marill will be yours!

How is Damage calculated?

Damage calculation is complicated, because the amount of damage an attack does depends on the attack's type, the type or types of the attacking and defending Pokémon, Critical Hits and, in Gold and Silver, the weather!

Basic damage calculation takes into consideration the attack's type versus the defending Pokémon's type. That is the information that you'll find in the combat chart in Player's Guides and the manual that is packed in with the game. The plus sign or circle means an attack's power will be doubled when used against that particular type of Pokémon. A minus sign or triangle means the attack's power will be halved. The equal sign or X means the attack will have no effect. If a Pokémon is the same type as the attack it is using, the power is multiplied by 1.5. If the attack scores a Critical Hit, the effect will be doubled again.

In Gold and Silver, the weather can also affect some types of attacks. Sunny Day multiplies the power of Fire-type attacks by 1.5 and halves the power of Water-type attacks. Rain Dance increases the power of Water-type attacks by 1.5 and cuts the power of Fire-type attacks in half.

Remember, too, that an attack's base power also comes into play. Powerful attacks like Aeroblast and Psychic can be made unbelievably powerful when used under the right circumstances, but even at regular strength, they're heavy hitters. You can find out an attack's base power from either of the Pokémon Gold and Silver Player's Guides from Nintendo Power, or from the Library in Pokémon Stadium 2.

Magcargo is a Fire-and-Rock-type. What happens if it battles an Azumarill that's using Rain Dance then Waterfall, which scores a Critical Hit? The equation goes like this: 80 (base attack power) x 1.5 (attack type and Pokémon type match) x 1.5 (Rain Dance + Hydro Pump) x 2 (Water vs. Fire) x 2 (Water vs. Rock) x 2 (Critical Hit) = 1,440 points of damage! The attack's base power was multiplied 18 times—even a weak move like Water Gun would work wonders when powered up like that!

Be careful when using dual-type Pokémon.

Nearly half of all Pokémon can learn Rain Dance.

Colosseum

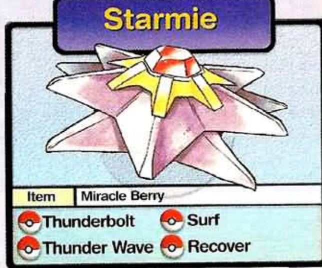
The Colosseum is the place where Pokémon Trainers gather to show off their Pokémon teams. It's also a place to learn more about training and battling Pokémon teams.

Like many Pokémon Trainers appearing in the Colosseum before him, Kurt Handley e-mailed his team to us at pokecenter@nintendo.com. Unlike all of the Trainers thus far in Colosseum, his team features three Pokémon from Gold and Silver. Kurt's team also lists the items his Pokémon are holding, and one thing is for sure—Kurt loves Leftovers! The item restores a little bit of HP to Pokémon during a battle, and its effects are more noticeable on lower-level Pokémon.

Raikou

Item	Leftovers
Thunder	Crunch
Rain Dance	Reflect

Starmie



Item	Miracle Berry
Thunderbolt	Surf
Thunder Wave	Recover

Umbreon

Item	Leftovers
Mean Look	Confuse Ray
Toxic	Rest

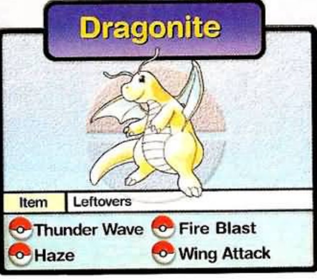
Machamp

Item	Leftovers
Cross Chop	Earthquake
Rock Slide	Light Screen

Snorlax

Item	Leftovers
Earthquake	Curse
Double-Edge	Rest

Dragonite



Item	Leftovers
Thunder Wave	Fire Blast
Haze	Wing Attack

Kurt's team uses new Pokémon from Gold and Silver, and it also uses lots of new moves from Gold and Silver. Raikou and Starmie are meant to work together—Raikou's Rain Dance benefits both Pokémon in different ways. For Raikou, Rain Dance makes its Thunder attack hit every time. For Starmie, Rain Dance increases the power of Surf by 50%. Speaking of good combinations of moves, Kurt's Umbreon uses Mean Look and Toxic together to make sure that the poisonous effects of Toxic have time to work their magic on a Pokémon. One interesting combo Kurt might also want to try is a move-and-item combo. Snorlax naturally does very well with Rest because of its high HP—but if Kurt gave Snorlax a Mint Berry to hold instead of Leftovers, he could get all of the HP-renewing benefits of Rest without having to wait for Snorlax to wake up! It also seems that Kurt has spent some time breeding to get certain moves onto his Pokémon. Haze is one of Dragonite's Egg Moves, and Light Screen is one of Machamp's. We'd love to hear how master breeder Kurt managed to get both Rock Slide and Light Screen onto Machamp!

You can pick up more than one Leftovers. The wild Snorlax in Gold and Silver is always holding Leftovers, and another Leftovers is sitting near a garbage can in Celadon City. Snorlax and Clefable traded in from Red, Blue or Yellow might also be holding Leftovers.

There is only one way to pick up a Miracle Berry, and that is through Mystery Gift. Talk to the girl in the Goldenrod Department Store to open the Mystery Gift function on your Gold or Silver game, then use your Game Boy Color's infrared port to Mystery Gift with other players.

Hot off the Press

Check Hot off the Press to find out what's new in the world of Pokémon every month. Learn about the latest and upcoming Pokémon games, cards, TV shows, movies, toys, tours, events and more right here!

Pokémon the Movie 3

Pokémon the Movie 3 heads into theaters on April 6, 2001—and we've got the info on what to expect! Like the first two movie extravaganzas, *Pokémon the Movie 3* is two movies in one. A featurette starring Pikachu and Pichu gets things started right, while the main feature starring Ash, Misty, Brock, Team Rocket, Ash's mom and Entei keeps the excitement going. In addition to Pichu, Entei and the mysterious Unown, both movies feature many Pokémon from Gold and Silver appearing in animated form for the first time. As if that weren't enough, you'll also get a very special Neo Genesis Pokémon Trading Card Game card featuring Entei when you go to see the movie! Check out next month's Pokécenter for more on *Pokémon the Movie 3*.

Poké Read-a-Rama

To celebrate the release of *Pokémon the Movie 3*, Nintendo and Kids' WB! are sponsoring a national reading program that encourages kids in grades 1 through 6 to read a bunch of books for the chance to win some really great prizes. Every school that registers before March 2, 2001, will be entered in a random drawing to win the premiere of *Pokémon the Movie 3* in their school auditorium, $500 for the school's library and 10 Pokémon Stadium 2 Game Paks. The school that reads the most books per student gets to appear on TV as the host of a Saturday of the Kids' WB! and wins its own private screening of *Pokémon the Movie 3*, a $5,000 library donation and 10 Pokémon Stadium 2 Game Paks. For information about more great prizes and plenty of details about the Poké Read-a-Rama, head over to kidswb.com/pokereadarama.

For more Pokémon news, be sure to check out pokemon.com!

Send questions, comments and art to:
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WARRIORS of Might and Magic™

ALLERON'S TALE

Once a well-respected leader, a Captain of the Guard, the disgraced warrior Alleron, wears the Mask of the Accused for the crimes of casting dark magic. Forging ahead in a world of demons, dragons and mystics, Alleron must face his accusers and fight for justice so that he may remove the mask and have his status as a hero restored.

WEAPONS

You'll start empty-handed in a dungeon cell, but you'll soon discover a wide variety of weapons including a Shortsword, Bow, Longsword and Morning Star.

ITEMS

You'll make use of items that heal your wounds and help you survive dangerous predicaments. They include the Dark Cloak, Magic Book and Healing Potion.

SPELLS

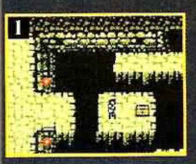
There is much power to be had in the knowledge of magical incantation. As you collect spell scrolls, you will learn new ways to vanquish your enemies and further your quest.

SPELL COMPONENTS

You will have to collect certain enchanted substances to cast magic spells. To cast the spell of Sleep, for example, you must have the Sandbag. To cast Freeze, you must possess the Snowflake. The magic of Light requires that you have a Sundrop. You'll find those items, and more, as you explore.

THE STRONGHOLD

Your adventure begins as a prisoner in a dungeon that is under siege. In the midst of the confusion, you can escape from the cell, collect weapons and fight the forces of evil leader Ragloth. Be very careful as you leap across the dungeon's gaps.



As the stronghold weakens, a fellow warrior opens your cell and gives you his shield. Jump across a gap to collect a key, then use the key to enter a nearby cell. There, you will find the Shortsword.

Stop for a moment after you walk through doors so that you can be sure not to fall off narrow ledges. The Sleep spell scroll is in a treasure chest at the end of a long hall. Collect it, then continue your quest.

After pushing blocks to open a door in one room, you will find a switch that makes blocking obstacles disappear in another room. There, you find a bag of sand. With the sand, you can cast the Sleep spell.

A giant skeleton warrior threatens Saylo, a prisoner and friend. Defeat the skeleton with quick jabs of the Shortsword. When the enemy is gone, you'll be able to move on to the dungeon exit. Watch for falling rocks!

THE CITADEL IN THE CLOUDS

Saylo leads you to the floating Citadel, a safe haven from the wrath of Ragloth. There, you will meet Daria. She will ask you to travel to a monastery to collect and protect an ancient book. She'll give you 100 gold pieces and send you on your way.

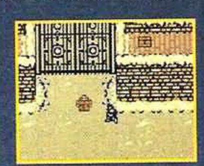
Touch the fountain at the center of the citadel to restore your magic power. In other towns, you'll discover that churches perform the same magic-restoring function.

You'll meet Daria in the northern section of the citadel. Speak with her to learn about an ancient tome that must be kept from the hands of Ragloth.

THE POISONED WELL

After you leave the citadel, you'll enter a snowbound forest. The monastery is to the west. When you reach the monastery, you'll discover that the residents are sick from poisoned water. The only chance to save the people of the monastery is to find the antidote.

The forest is covered with snow and populated with hostile creatures. As soon as you arrive in the forest, walk to the west to find the monastery.



A monk at the main gate of the monastery will tell you about the poisonous problem that has spread over the complex. Before you can enter, you must find an antidote.

Rams in the path to the north will charge as you approach. When a ram charges, back up quickly and let it pass. Then move forward when the creature is out of the way.

You'll discover a treasure chest on a plot of land surrounded by water. By jumping over a narrow section of the stream, you can reach the chest and collect its contents: 50 gold coins.

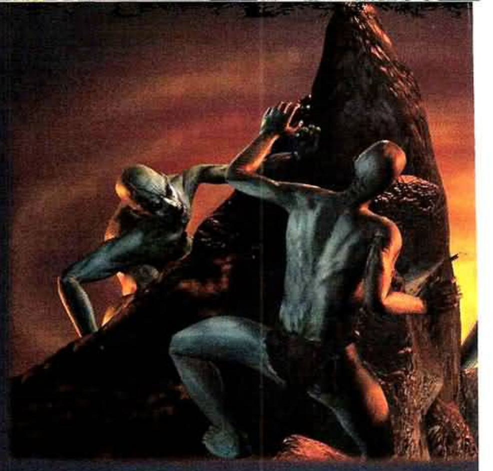
EverFrost Glaciers

In Icedale, you will discover that a traveler who may be able to cure the people of the monastery has recently passed through town and is in search of the legendary Ice Temple. You must find that person.

Icedale is a small village with a church, a shop and a helpful person who will point you in the direction of the Everfrost Glaciers to the east.

When you arrive in the area of the glaciers, go directly north. You'll discover a Longsword. Go east from there to find flint-tipped arrows.

The entrance to the Ice Temple is surrounded by a line of spikes that pop up from the ground. Push a rock north of the spikes to make them drop.

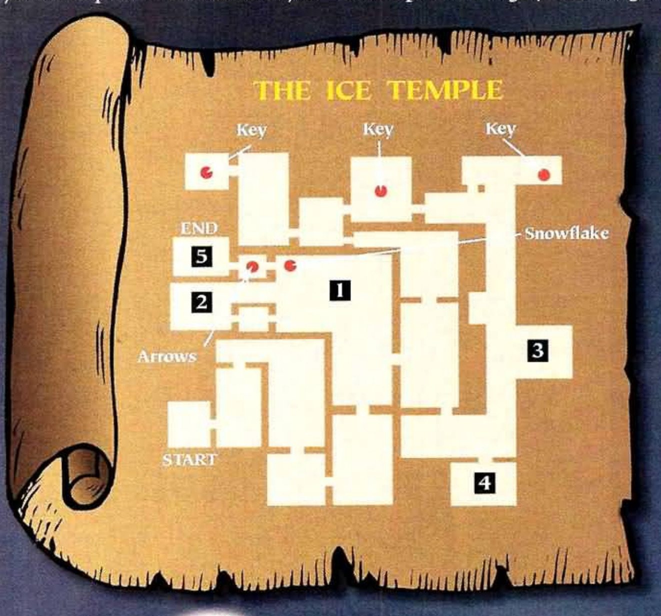


The Ice Temple

The Ice Temple is the massive lair of the Frost Giant. Much of the temple is flooded. Dangerous currents will carry you to damaging whirlpools if you aren't quick to avoid them. As you explore, you'll find a Shortbow, a new spell and the potion that will give you admittance to the monastery. Before you can collect the potion, though, you must fight the Frost Giant.

After you wind through the first set of rooms, you'll come to a large room with flowing water. Direct your path through the room so that you drift to the treasure chest that holds the Shortbow.

Go west to solid land and hit the switch on the west end of the room. That will cause floor spikes to drop elsewhere, clearing the path to the eastern section of the temple.

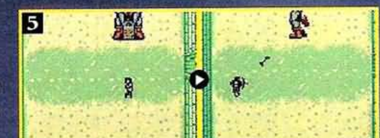


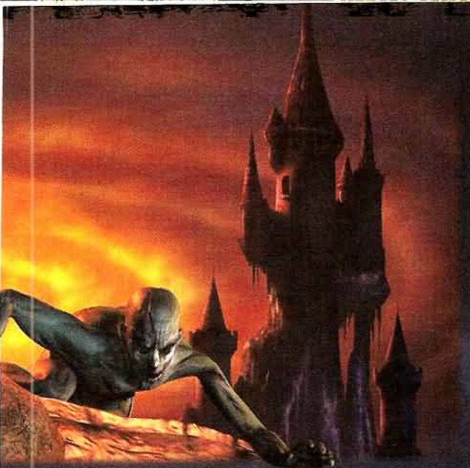
On the east side of the temple, you'll find the key to the Frost Giant's chamber. Press a switch to make the spikes drop, then avoid contact with the floating enemies and collect the key.

The chamber in the southeast corner of the Ice Temple holds the Freeze spell scroll. With the Freeze spell and the snowflake, you will be able to freeze the water near the Giant's chamber.

Giant Battle

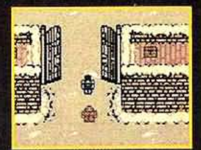
The powerful Frost Giant moves left and right and tosses freezing snowballs straight down. Try to stay one step ahead of the giant and counter his attacks with diagonal Shortbow shots.


Since you can't cross the ice to reach the Frost Giant, you must rely on the power of the Shortbow to make the giant fall. Avoid the giant's snowballs and hit it with diagonal shots.

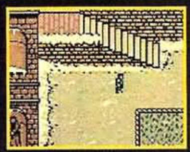


Monastery Well

By defeating the Frost Giant, you will earn the Warhammer and the healing potion that will set things right at the monastery. Returning to the monastery, you must add the potion to the water supply.



Immediately after you defeat the Frost Giant, you will return to the monastery. There, the monk will see that you have the healing potion and will admit you onto the complex grounds.

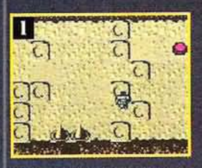


Explore the upper sections of the monastery on both sides of the complex. On the west side, you'll find 50 gold pieces. On the east side, you'll discover leather armor.

The monastery well is in the middle of the complex. By climbing down into the well, you will enter the catacomb dungeon, the only route to the monastery's water supply.

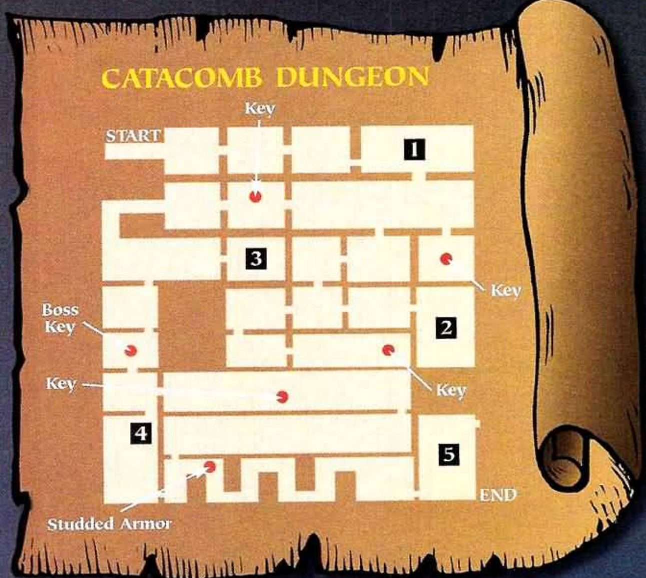
Catacomb Dungeon

The level of difficulty increases as you enter the catacombs under the monastery. After you survive encounters with many vicious enemies, jump over a collection of wide gaps that feature crumbling rocks at their edges and avoid countless floor spikes, you'll take on the Water Elemental. If you fail, you'll start again from the beginning of the dungeon. That's harsh!



In the northeast corner of the dungeon, you can push some of the blocking obstacles out of the way. When you reach the switch, you'll cause the spikes to sink, allowing southern access.

The path to the Shrap Metal scroll includes narrow sections with deadly drops and dangerous moving obstacles. Move cautiously and stay away from the edge. You'll need a key to reach the scroll.

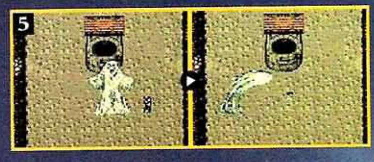


Once you've found a total of three keys and the Shrap Metal scroll, you'll be able to reach the room that holds the Piece of Metal, the component required for using the Shrap Metal spell.

With the Shrap Metal spell, you can conjure a ball of metal that will fly by your direction and control it. Use it to push a switch on the far side of a spike barricade.

The Water Elemental

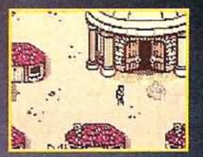
After you survive all of the wide gaps, evil creatures and spikes of the dungeon, you will take on the Water Elemental, a large mass of swirling liquid. Use the Freeze spell to stop the Elemental for a moment, then attack.



By using the Freeze spell, you can solidify and stop the Water Elemental for a short time. When the Elemental is in that solid state, use the Hammer to hit it hard.

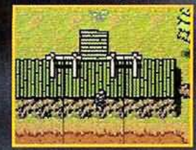
CORANTHA IN TURMOIL

The monastery has a pure water supply once again, but its library is locked and the Dwarven High Priest, who has one of the two required key, is missing. Your journey takes you to Corantha in search of the priest and his key.



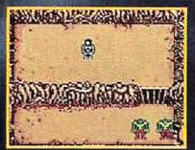
Arriving in Corantha, you will discover that the town is in turmoil and the High Priest has vanished. A citizen will give you the Speed scroll to help you in your search. Go east to Duskwood.

Duskwood is the Realm of the Dashers. By finding boots in the southern woods, you'll have the item that you need to activate the Speed spell, which enables you to keep up with the Dashers.



Before you can meet with the Commander of the Dashers to discuss the whereabouts of the priest, you must run an obstacle course. Use the Speed spell to go around once, clockwise.

Your meeting with the Commander of the Dashers will become a battle. Use the Speed spell to evade the Commander's attacks and counter with arrows or Warhammer blows.



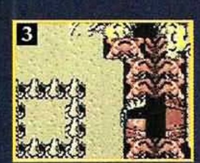
You'll find that the High Priest is a captive of the Dashers. In exploring the Dashers' city, you'll be able to trade silken thread for a firefly in the southwest and learn of an evil plot in the southeast.

DASHERS' SECRET BASE

Your journey takes you to the Dashers' Secret Base, where agents of Ragloth are scheming to steal the book from the monastery. Travel east to a hedge maze in the woods, then go to the center of the maze to gain entrance to the base.

After you use the Shrap Metal spell to get the key on the first floor, solve the tile puzzle to reach the second floor. That will give you access to the Morning Star and the Fire scroll.

With the magic of the Fire scroll, you can burn through giant webs. Use that magic to gain access to the Dark Cloak in the area of the first floor.



Return to the southwestern section of the first floor and go east. After you collect the key in the notheastern section of base, enter the easternmost room. There, you'll find the Lieutenant's Key.

Use the Lieutenant's Key to enter the Lieutenant's Chamber. With the power of the Fire Spell, you will be able to burn away the web in the chamber and move on to your battle with the Lieutenant.

OUTWIT THE LIEUTENANT

The leader of the Dashers' Base has the same fighting style as the Dasher Commander. For Dashers, neither is very fast, though the Lieutenant does have brief fits of speed. Use the Speed spell to avoid his attacks.

By using the Speed spell, you will easily be able to avoid the Lieutenant's attacks. Look for an opening and swoop in with a Morning Star hit or a shot from the Shortbow.

CORANTHA

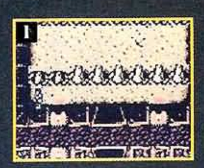
With the Library Key in hand, you will return to Corantha to discover that Ragloth's forces have blocked the road to the monastery. The only way to the complex is through a dangerous underground passage.

By talking to the priest in front of the temple, you'll discover that the forces of Ragloth have blocked the road to the monastery. Your only way there is through an underground passage.

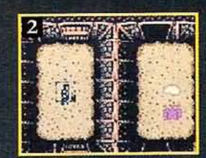
You can enter the Corantha mines by climbing into the well. The mines are dangerous and filled with enemies, but they are your only path to the monastery.

CORANTHA MINES

The mines of Corantha are dangerous and quite difficult to navigate. You'll encounter many fierce enemies there, along with clouds of poisonous gas and deadly holes. Your best bet to get through the mines may be to avoid enemies altogether.

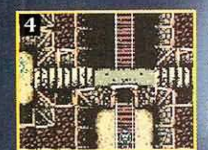


After you collect the key in the southeastern area of the mines, make your way to the west side and start on your way to the northwest corner. As you go north, you'll encounter the first of many traps.



On your way up the western side of the mines, you'll come to a room that is filled with poisonous gas. Use the Speed spell to run along the same pattern as a sliding panel on the floor to open the door.

The dungeon key will give you access to a room that contains the Magical Chain Mail. Before you can acquire that powerful protection, you must fight a dwarven guard.



The mazelike section near the center of the mine features a collection of tracks and tunnels. When you clear the area, you'll be able to collect the key to the chamber of the Dwarf King.

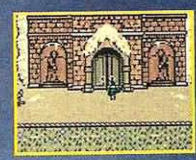
DEFEAT THE DWARF KING

The dwarven leader of the Corantha Mines will put up a good fight. His attacks are sharp and strong. Use the Speed spell to avoid contact with the king as best you can and counter his attacks with the Morning Star.

Use speed and power to combat the Dwarf King. When you defeat him, you'll earn passage out of the mines and possession of the Magic Dwarven Sword.

RAGLOTH ESCAPES

After you survive the dangers of the Corantha Mines, you'll make your way to the monastery where Ragloth awaits your arrival. When you confront the villain, he will escape with the ancient book.

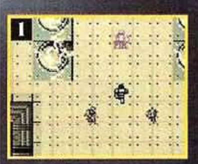


The monastery will face a danger much more damaging than a poisonous water supply. It's the wrath of Ragloth. The villain will appear briefly then make his escape.

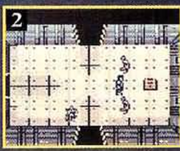
Ragloth has a strong knowledge of magic and the value of magical artifacts, like the ancient book in the monastery. He will stop at nothing to possess it.

Ragloth's Airship

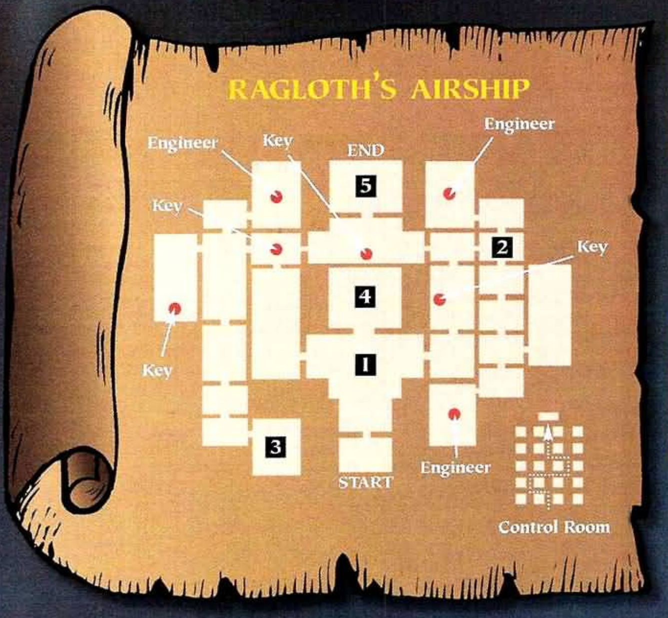
With the help of a fellow warrior, you will be able to infiltrate Ragloth's airship so that you can track down Ragloth and regain possession of the book. While the airship does not feature the deadly drops of some dungeons, it is still very dangerous.



The ship's engineers are locked in holding cells. You'll learn that the chief engineer has important information that will help you reach Ragloth. Search for him in the four corners of the ship.



You may have been able to get away without collecting every key and opening every door in some areas, but navigation of the airship requires that you find all door-opening devices.



You'll finally find Mookie, the chief engineer in the final cell that you unlock. He'll have information about how to disable the security laser fence. Use that information to negotiate the control room.

By zigzagging through the control room, you will be able to reach the main power switch and gain access to Ragloth's chamber. The final battle awaits.

Final Battle

You've come a long way. The villain Ragloth is all that stands between you and redemption. To defeat him, you must use all of the warrior's skills that you have developed and the strength of your most powerful spells. Be evasive and hit him hard.

As has been the case in your other battles with enemy leaders, the Speed spell is very useful. Use it to get away from Ragloth quickly, then use offensive spells to weaken him.

When you move around Ragloth quickly, you should be able to hit him from behind. Use your most powerful weapon and continue to attack his weak areas until he fights no more.

The End?

With Ragloth out of the picture, you will return to Daria with the book in hand. But the battle will continue. Be prepared for a plot twist and more fighting.

Returning to Daria, you will be in for a new revelation that deals with the destinies of Daria and Alleron. One final fight will determine the outcome of that relationship.

An Unforgiving Challenge

The action-adventure companion to the Might and Magic series is very challenging in the way that defeat often comes quickly and without warning. Deadly drops, damaging attacks and a low supply of items make the game very difficult indeed. You must persist to be successful.

2000 NINTENDO POWER AWARDS NOMINATIONS

May We Have the Envelope, Please...

With the new millennium well under way, it's finally time to take a nostalgic look back at the games of 2000. The N64 saw the best releases of its long and fabled history last year—but which games are the best of the best? It was also the year that Game Boy Color really came into its own, and we need your help to pick out the greatest games from its massive catalog.

ON CARDS OR COMPUTERS, YOU MAKE THE CALL

We don't want to mess with dimpled chads or the Supreme Court. To provide definitive winners for the 2000 Power Awards, Nintendo Power will give you two foolproof ways to vote for your favorite games. Either circle your favorites on the Player's Poll Card ballot or go online to vote at www.nintendopower.com. The winners will be announced in Volume 144.

TOP OF THE HEAP

There can be only one true winner, and we'll give you complete freedom to pick any game released in 2000 for either platform. Will it be an N64 masterpiece like The Legend of Zelda: Majora's Mask, or will Pokémon crush the competition? Pick five winners from the game list on page 99 then write their numbers in ranking order in the spaces provided on the Player's Poll Card ballot.

THE PLOT THICKENS

A compelling story can cast a spell on you, immersing you in an alternate universe for hours on end. This year's nominees have stories that range from intergalactic warfare to a standard animal revenge plot. Which of them keeps you riveted to the screen?

1. Banjo-Tooie (N64)
2. Indiana Jones and the Infernal Machine (N64)
3. Harvest Moon 2 (Game Boy)
4. The Legend of Zelda: Majora's Mask (N64)
5. Metal Gear Solid (Game Boy)
6. Ogre Battle 64: Person of Lordly Caliber (N64)
7. Perfect Dark (N64)
8. Starcraft 64 (N64)
9. The World Is Not Enough (N64)

BETTER MOUSETRAPS

The nominees in the following category bring something extra to their respective platforms this year. In some cases it's a new twist on a tried-and-true genre, like Perfect Dark, in other cases it's a brand-new idea at the core of a game, as in Hey You, Pikachu! What's new to you?

1. Excitebike 64 (N64)
2. Hey You, Pikachu! (N64)
3. The Legend of Zelda: Majora's Mask (N64)
4. Metal Gear Solid (Game Boy)
5. Perfect Dark (N64)
6. Rush 2049 (N64)
7. *Star Wars*: Episode I: Battle for Naboo (N64)
8. Tony Hawk's Pro Skater (N64)
9. Warlocked (Game Boy)

EYE CANDY

Everybody likes compelling game play and innovative design, but let's face it, looks count for a lot in the world of video games. Gamers often drool over the seductive polygonal curves in the latest racer or the hypnotic explosions that dress up a hot new shooter. Anything catch your eye?

1. Banjo-Tooie (N64)
2. Disney Presents Tigger's Honey Hunt (N64)
3. Excitebike 64 (N64)
4. Perfect Dark (N64)
5. Ridge Racer 64 (N64)
6. *Star Wars*: Episode I: Battle for Naboo (N64)
7. Tomb Raider (Game Boy)
8. Turok 3: Shadow of Oblivion (N64)
9. The World Is Not Enough (N64)

ALL-STAR BASEBALL 2001

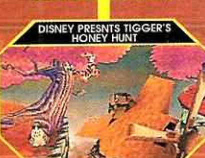
ARMY MEN: SARGE'S HEROES 2

BANJO-TOOIE

BOMBERMAN 64

CRYSTALIS

DISNEY PRESNTS TIGGER'S HONEY HUNT



DISNEY'S DONALD DUCK "GOIN' QUACKERS"

HIGH-SCORING SCORES

As with a movie score, the best kind of game music blends together perfectly with the action on screen to enhance the player's experience. Music that might drive you crazy on an elevator can get your blood pumping when you have a Controller in your hand. Choose the game that strikes the right note.

1. Banjo-Tooie (N64)
2. Excitebike 64 (N64)
3. Indiana Jones and the Infernal Machine (N64)
4. Kirby 64: The Crystal Shards (N64)
5. The Legend of Zelda: Majora's Mask (N64)
6. Perfect Dark (N64)
7. Ridge Racer 64 (N64)
8. *Star Wars*: Episode I: Battle for Naboo (N64)
9. Tony Hawk's Pro Skater (N64)

DRAGON WARIOR I&II

EXCITEBIKE 64

HARVEST MOON 2

HEY YOU, PIKACHU!

INDIANA JONES AND THE INFERNAL MACHINE

KIRBY 64

THE LEDGEND OF ZELDA: MAJORA'S MASK

LOONEY TUNES: DUCK DODGERS STARRING DAFFY DUCK

BLOCK-ROCKING BLEEPS

F BEST SOUND

Whether it's the spine-rattling rumble of a V8 engine or the piercing shriek of a cartoon animal, high-quality sound is in high demand. Many games make a lot of noise, but few are truly atmospheric in their attempts at audio authenticity. Prick up your ears and pick from the following titles.

1. Banjo-Tooie (N64)
2. Indiana Jones and the Infernal Machine (N64)
3. The Legend of Zelda: Majora's Mask (N64)
4. Mickey's Speedway (N64)
5. Perfect Dark (N64)
6. Ready to Rumble, Round 2 (N64)
7. Ridge Racer 64 (N64)
8. *Star Wars*: Episode I: Battle for Naboo (N64)
9. The World Is Not Enough (N64)

MIGHTY MINIS

H BEST MINIGAME/MODE

If you think you're seeing double, don't bother rubbing your eyes. Many of the nominees for the previous category also got the nod for Best Minigame/Mode. Our gaming experts got out their microscopes to isolate the tiny triumphs that sometimes steal the show from the main attractions.

1. Banjo-Tooie: Mayan Kickball (N64)
2. Banjo-Tooie: Saucer of Peril (N64)
3. Excitebike 64: Hill Climb (N64)
4. The Legend of Zelda: Majora's Mask: Beaver Brothers (N64)
5. Mario Party 2: Torpedo Targets (N64)
6. Mario Tennis: Swinging Bowser Court (N64)
7. Perfect Dark: Cooperative Mode (N64)
8. Pokémon Stadium: Sushi-Go-Round (N64)
9. Rugrats in Paris: The Movie: Bumper Car Hockey (N64)

MAY WE HAVE YOUR SHORT ATTENTION SPAN?

G BEST GAME PLAY VARIETY

Quantity over quality isn't necessarily a good thing, but a combination of quantity and quality is a great thing. The nominees for Best Game Play Variety stand out from more single-minded titles with their voluminous amounts of value-added game play. Pick the Pak with a passel of possibilities.

1. Banjo-Tooie (N64)
2. Excitebike 64 (N64)
3. The Legend of Zelda: Majora's Mask (N64)
4. Mario Party 2 (N64)
5. Mario Tennis (N64)
6. Perfect Dark (N64)
7. Pokémon Stadium (N64)
8. Rugrats in Paris (N64)
9. Rush 2049 (N64)

FAST-TWITCH FURY

I BEST ACTION GAME

Action titles laid the foundation for the video game industry by competing for pocket change in the arcade jungle. The battle has since shifted to consoles, and this year's nominees are battling it out to determine the fastest, flashiest funfest of the new millennium. If you don't have the winner, start saving your quarters.

1. Perfect Dark (N64)
2. Army Men: Sarge's Heroes 2 (N64)
3. Kirby 64: The Crystal Shards (N64)
4. Looney Tunes: Duck Dodgers Starring Daffy Duck (N64)
5. Tom and Jerry in Fists of Furry (N64)
6. Turok 3: Shadow of Oblivion (N64)
7. Vigilante 8: Second Offense (N64)
8. Wario Land 3 (Game Boy)
9. The World Is Not Enough (N64)

GREATNESS WITHOUT GRASS STAINS

J BEST SPORTS GAME

The year 2000 provided a wide world of sporting experiences that went well beyond the standard sims and gridiron goofiness of yesteryear. Will the Hawk soar above the competition this time around, or will Mario serve up another ace? It's up to you, sports fans.

1. All-Star Baseball 2001 (N64)
2. Madden NFL 2001 (N64)
3. Mario Tennis (N64)
4. Mia Hamm Soccer 64 (N64)
5. NFL Blitz 2001 (N64)
6. NFL Quarterback Club (N64)
7. PGA European Tour (N64)
8. Tony Hawk's Pro Skater (N64)
9. WWF: No Mercy (N64)

PARTY PLATFORM

L BEST MULTIPLAYER

With four Controller ports and no waiting, the N64 is a party waiting to happen. A cornucopia of communal fun hit the store shelves in 2000, so it won't be easy to pick a winner. Whichever title you choose, you're bound to have a blast when you get together with your friends.

1. Banjo-Tooie (N64)
2. Bomberman 64: The Second Attack (N64)
3. Excitebike 64 (N64)
4. Mario Tennis (N64)
5. Perfect Dark (N64)
6. Pokémon Puzzle League (N64)
7. Pokémon Stadium (N64)
8. Tom and Jerry in Fists of Furry (N64)
9. Vigilante 8: Second Offense (N64)

POKé BALLS VS.PIKESTAFFS

K BEST RPG/STRATEGY GAME

In case you haven't been paying attention, the 2000-pound gorilla of role-playing games is now a cuddly electric mouse—not a dragon or a wizard. We know all you dungeon masters out there won't roll over without a fight, but you shouldn't be thundershocked if the heavy favorite wins this category.

1. Dragon Warrior I & II (Game Boy)
2. Harvest Moon 2 (Game Boy)
3. Heroes of Might and Magic (Game Boy)
4. Ogre Battle 64: Person of Lordly Caliber (N64)
5. Pokémon Gold and Silver (Game Boy)
6. Starcraft 64 (N64)
7. Warlocked (Game Boy)
8. Warriors of Might and Magic (Game Boy)
9. Worms: Armageddon (N64)

WHITE LINE FEVER

M BEST RACING GAME

There has never been a shortage of racing titles for the N64 or Game Boy, and there has never been a better year for excellent adrenaline-charged thrills than 2000. If you have a need for speed, burn rubber to the Player's Poll Card to wave the checkered flag for your favorite racer.

1. Cruis'n Exotica (N64)
2. Excitebike 64 (N64)
3. Hydro Thunder (N64)
4. Indy Racing 2000 (N64)
5. Mickey's Speedway USA (N64)
6. Ridge Racer 64 (N64)
7. Rush 2049 (N64)
8. South Park Rally (N64)
9. Stunt Racer 64 (N64)

MARIO PARTY 2

MARIO TENNIS

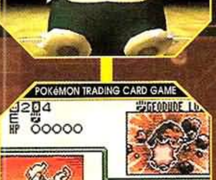
METAL GEAR SOLID

MICKEY'S SPEEDWAY USA

MS. PAC-MAN: MAZE MADNESS

NFL BLITZ 2001

OGRE BATTLE 64



THE GREAT UNKNOWN

N BEST ADVENTURE GAME

The best adventure games create the illusion of limitless space and infinite possibilities. We're not naming names, but the title for best adventure game will probably come down to a battle between two high-profile 2000 releases. Bear with us while we try to Link the prize to the most worthy nominee.

1. Banjo-Tooie (N64)
2. Bomberman 64: The Second Attack (N64)
3. Crystalis (Game Boy)
4. Indiana Jones and the Infernal Machine (N64)
5. The Legend of Zelda: Majora's Mask (N64)
6. Metal Gear Solid (Game Boy)
7. Scooby Doo! Classic Creep Capers (N64)
8. Spider-Man (N64)

ENDEARING ENIGMAS

O BEST PUZZLE GAME

Several diabolically delightful challenges won over the legions of puzzle freaks with their perplexing piles of pixels and polygons. Try to unscramble a winner from the following list of mind-benders. You'll have to wait for two new issues of Nintendo Power to find out if you were right.

1. Bust-a-Move Millennium (Game Boy)
2. Dragon Dance (Game Boy)
3. Microsoft Puzzle Collection (Game Boy)
4. Magical Tetris Challenge (Game Boy)
5. Ms. Pac-Man: Maze Madness (N64)
6. Pokémon Puzzle Challenge (Game Boy)
7. Pokémon Puzzle League (N64)
8. Puchi Carat (Game Boy)
9. Rat Attack (N64)

GOTTA PICK ONLY ONE

P BEST POKéMON GAME

With the release of no fewer than six new Pokémon-themed titles—seven if you count both Pokémon Gold and Silver—the craze to catch 'em all reached a fever pitch in 2000. Which of the nominees do you find supereffective, and which should remain in the Poké Ball?

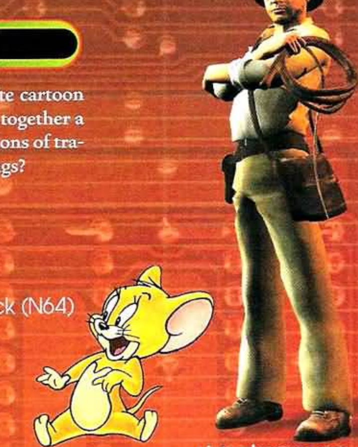
1. Hey You, Pikachu! (N64)
2. Pokémon Gold and Silver (Game Boy)
3. Pokémon Puzzle Challenge (Game Boy)
4. Pokémon Puzzle League (N64)
5. Pokémon Stadium (N64)
6. Pokémon Trading Card Game (Game Boy)

FREED FROM THEIR CELS

Q BEST GAME BASED ON A CARTOON

Game licensing got loony last year as many of your favorite cartoon characters cavorted on your Game Boy and N64. We've put together a Saturday morning lineup of the best computerized conversions of traditional animation. Which of them will get the highest ratings?

1. Disney Presents Tigger's Honey Hunt (N64)
2. Disney's Donald Duck: "Goin' Quackers" (N64)
3. Disney's Tarzan (N64)
4. Looney Tunes Collector: Alert! (Game Boy)
5. Looney Tunes: Duck Dodgers Starring Daffy Duck (N64)
6. Mickey's Speedway USA (N64)
7. Rugrats in Paris: The Movie (N64)
8. Scooby Doo! Classic Creep Capers (N64)
9. Tom and Jerry in Fists of Furry (N64)



TOOLS OF THE TRADE

COOLEST WEAPON/POWER-UP/MOVE

Realism is something that game developers often strive to achieve, but usually not when it comes to weapons and power-ups. Who wants a wimpy little machine gun when he can use alien technology to shoot through walls or transform into a demigod? Which of the following picks powers you up?

1. Banjo-Tooie: Clockwork Kazooie Eggs (N64)
2. Kirby 64: The Crystal Shards: Refrigerator Kirby (N64)
3. The Legend of Zelda: Majora's Mask: Fierce Deity's Mask (N64)
4. Perfect Dark: Farsight XR-20 (N64)
5. Perfect Dark: Laptop Gun (N64)
6. Spider-Man: Web Dome (N64)
7. Tom and Jerry in Fists of Furry: Branding Iron (N64)
8. Turok 3: Shadow of Oblivion: Vampire Gun (N64)
9. The World Is Not Enough: Watch Taser (N64)

THE GOOD, THE BAD AND THE EVEN BADDER

BEST NEW VILLAIN

Things would get pretty boring if games had nothing but heroes in them. It's good to have some bad guys around, even when they force you to restart a level or search for a better weapon or move. Hold your nose while you pick a winner from best of the worst.

1. Banjo-Tooie: Lord Woo Fak Fak (N64)
2. Banjo-Tooie: Mingy Jongo (N64)
3. The Legend of Zelda: Majora's Mask: Majora's Wrath (N64)
4. Mario Tennis: Waluigi (N64)
5. Perfect Dark: Hovercopter (N64)
6. Perfect Dark: Mr. Blonde (N64)
7. Pokémon Gold and Silver: Rival (Game Boy)
8. Spider-Man: Venom (N64)
9. Turok 3: Shadow of Oblivion: Oblivion (N64)

SPIDER-MAN

STAR WARS: EPISODE I: BATTLE FOR NABOO

ODDBALL OVERACHIEVERS

STRANGEST NEW CHARACTER

It takes something special to stand out from the crowd of bizarre characters in the Nintendo universe. Last year's nominees come from all walks of life—or simulated life—but they all share a willingness to defy the norm in their appearance and/or actions.

1. Banjo-Tooie: Humba Wumba (N64)
2. Bomberman 64: The Second Attack: Pommy (N64)
3. The Legend of Zelda: Majora's Mask: Tingle (N64)
4. Mario Tennis: Waluigi (N64)
5. Perfect Dark: Dr. Caroll (N64)
6. Pokémon Gold and Silver: Raikou/Entei/Suicune (Game Boy)
7. Pokémon Trading Card Game: Imakuni? (Game Boy)
8. South Park Rally: Saddam Hussein (N64)
9. Tony Hawk's Pro Skater: Officer Dick (N64)

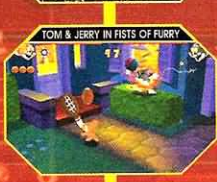
LOST IN THE SHUFFLE

MOST OVERLOOKED GAME

Despite good reviews and superior game play, many worthy games languish on store shelves every year. There is a surprising number of well-known names among the nominees, but many gamers simply took a pass on them. Would you put any of the following games at the top of the hit list?

1. Cannon Fodder (Game Boy)
2. Disney Presents Tigger's Honey Hunt (N64)
3. Ms. Pac-Man: Maze Madness (N64)
4. Puchi Carat (Game Boy)
5. Ridge Racer 64 (N64)
6. Starcraft 64 (N64)
7. Tom and Jerry in Fists of Furry (N64)
8. Tomb Raider (Game Boy)
9. Worms: Armageddon (N64)

STARCRAFT 64


TOM & JERRY IN FISTS OF FURRY

TOMB RAIDER

TONY HAWK'S PRO SKATER

TUROK 3

VIGIANTE 8: SECOND OFFENSE

WARIO LAND 3

WARLOCKED

THE WORLD IS NOT ENOUGH

WORMS: ARMAGEDDON

WWF: NO MERCY

SWEET RIDES

V COOLEST VEHICLE

Your mom's brown minivan is fine for a trip to the grocery, but it may not be your choice for a bombing run over Naboo. Pick your favorite tricked-out ride from our list of nominees. The only required qualification is coolness. Don't worry about handling.

1. Banjo-Tooie: Washing Machine (N64)
2. Cruis'n Exotica: Forklift (N64)
3. Perfect Dark: Hovercopter (N64)
4. Ridge Racer 64: Blinky the Pac Man Ghost (N64)
5. Ridge Racer 64: Galaga Ship/Car (N64)
6. Rush 2049: Winged Cars (N64)
7. *Star Wars*: Episode I: Battle for Naboo: Naboo Bomber (N64)
8. Stunt Racer 64: Milk Truck (N64)
9. Vigilante 8: Second Offense: Grubb Dual Loader (N64)

WHAT'S IN A NAME? EVERYTHING!

W MOST UNRULY OR ANNOYING GAME TITLE

Whatever happened to pithy game titles like "Pong" or "Asteroids?" Many of the games released in 2000 had titles that read like licensing contracts or high school research papers. Which of the nominated titles requires the most red ink?

1. Austin Powers: Welcome to My Underground Lair (Game Boy)
2. Battlezone 64: Rise of the Black Dogs (N64)
3. Disney's Donald Duck: "Goin' Quackers" (N64)
4. Kirby 64: The Crystal Shards (N64)
5. Looney Tunes: Duck Dodgers Starring Daffy Duck (N64)
6. Ogre Battle 64: Person of Lordly Caliber (N64)
7. *Star Wars*: Episode I: Battle for Naboo (N64)
8. Walt Disney World Quest: Magical Racing Tour (Game Boy)
9. Walt Disney's The Jungle Book: Mowgli's Wild Adventure (Game Boy)

YOU AGAIN?

X BEST SEQUEL

Unlike movie sequels, video game sequels are often better than the original efforts that spawned them. Did any of the nominees take a series to the next level or just deliver more of the same thing? Are you eager for another return visit or a breath of fresh air?

1. Army Men: Sarge's Heroes 2 (N64)
2. Banjo-Tooie (N64)
3. The Legend of Zelda: Majora's Mask (N64)
4. Mario Party 2 (N64)
5. Pokémon Gold and Silver (Game Boy)
6. Ready to Rumble: Round 2 (N64)
7. Rush 2049 (N64)
8. *Star Wars*: Episode I: Battle for Naboo (N64)
9. Turok 3: Shadow of Oblivion (N64)

NAUGHTY BITS

Y GUILTIEST PLEASURE

We know that none of our readers would ever play a game for any reason other than the satisfaction of accomplishing the game's main objectives. Try to imagine what a less noble game enthusiast would do in some of the following games, then decide what that person would find enjoyable.

1. Banjo-Tooie: Driving the Van over enemies (N64)
2. Disney Presents Tigger's Honey Hunt: Pooh Stick (N64)
3. Excitebike 64: Purposely riding over the cliff (N64)
4. Hey You, Pikachu!: Yelling at Pikachu (N64)
5. Mario Tennis: Returning the ball into an opponent's face (N64)
6. Midway's Greatest Hits: Volume I: Root Beer Tapper (N64)
7. Perfect Dark: MeatSims (N64)
8. Pokémon Stadium: Battling Magikarp (N64)
9. Rush 2049: Out-of-control aerial spins (N64)

Win a trip down the 2000 block of memory lane

2000 NINTENDO POWER AWARDS NOMINATIONS

Grand Prize

one winner

- 1 *Nintendo 64*
- 20 *Different 2000 Nintendo 64 Game Paks of your choice**
- 1 *Game Boy Color*
- 5 *2000 Game Boy Game Paks of your choice**
- 1 *Expansion Pak*
- 1 *Controller Pak*

*Game Pak selection subject to availability.

Second Prize

15 winners

- 1 *Game Boy Color*
- 3 *2000 Game Boy games of your choice**

Third Prize

50 winners

- 1 *Nintendo Power T-shirt*

Official Sweepstakes Rules—NO PURCHASE NECESSARY. PURCHASE WILL NOT IMPROVE ODDS OF WINNING. Only legal U.S./Canadian residents (excluding Quebec, Puerto Rico and Rhode Island) who are not employees of Nintendo of America Inc. ("NOA") or its affiliates (or their immediate families) are eligible to enter. Void where prohibited. To enter, either fill out the Player's Poll entry form or print your name, address, telephone number and 2000 Power Awards on a postcard, and mail the entry to this address: NINTENDO POWER PLAYERS POLL VOL. 142 P.O. BOX 97062 REDMOND, WA 98073-9762
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GAME LIST

N64 Games

1. All-Star Baseball 2001
2. Army Men: Air Combat
3. Army Men: Sarge's Heroes 2
4. Banjo-Tooie
5. Batman Beyond: Return of the Joker
6. Battlezone: Rise of the Black Dogs
7. Big Mountain 2000
8. Blues Brothers 2000
9. Bomberman 64: The Second Attack
10. Carmageddon 64
11. Cruis'n Exotica
12. Cyber Tiger 2000
13. Daikatana 64
14. Disney Presents Tigger's Honey Hunt
15. Disney's Donald Duck "Goin' Quackers"
16. Disney's Tarzan
17. ECW: Hardcore Revolution
18. Excitebike 64
20. Fighter Destiny 2
21. Hercules: The Legendary Journeys
22. Hey You, Pikachu!
23. Hydro Thunder
24. Indiana Jones and the Infernal Machine
25. Indy Racing 2000
26. International Track & Field 2000
27. Jeremy McGrath Supercross 2000
28. Kirby 64: The Crystal Shards
29. The Legend of Zelda: Majora's Mask
30. Looney Tunes Duck Dodgers Starring Daffy Duck
31. Madden NFL 2001
32. Mario Party 2
33. Mario Tennis
34. Mia Hamm Soccer 64
35. Mickey's Speedway USA
36. Midway's Greatest Arcade Hits Volume I
37. Ms. Pac-Man Maze Madness
38. NBA In the Zone 2000
39. NFL Blitz 2001
40. NFL Quarterback Club 2001
41. Ogre Battle 64: Person of Lordly Caliber
42. Perfect Dark
43. PGA European Tour
44. Pokémon Puzzle League
45. Pokémon Stadium
46. Polaris Snocross
47. Power Rangers Lightspeed Rescue
48. Rally Challenge 2000
49. Rat Attack
50. Ready 2 Rumble Boxing: Round 2
51. Ridge Racer 64
52. Rugrats in Paris: The Movie
53. Rush 2049
54. Scooby-Doo! Classic Creep Capers
55. South Park Rally
56. Spider-Man
57. : Episode I: Battle for Naboo
58. StarCraft 64
59. Tom and Jerry in Fists of Furry
60. Tony Hawk's Pro Skater
61. Top Gear Hyper-Bike
62. Transformers Beast Wars Transmetals
63. Turok 3: Shadow of Oblivion
64. Vigilante 8: Second Offense
65. WCW Backstage Assault
66. The World is Not Enough
67. Worms: Armageddon
68. WWF: No Mercy

Game Boy Games

69. 1942
70. 3D Ultra Thrillride Pinball
71. Airforce Delta
72. All-Star Baseball 2001
73. Animorphs
74. Armada FX Racers
75. Army Men
76. Army Men: Air Combat
77. Army Men: Sarge's Heroes 2
78. Arthur's Absolutely Fun Day!
79. Austin Powers: Oh Behave
80. Austin Powers: Welcome to my Underground Lair
81. Azure Dreams
82. Barbie Fashion Pack Games
83. Barbie Magic Genie Adventure
84. Batman Beyond: Return of the Joker
85. BattleTanx
86. Bionic Commando: Elite Forces
87. Blade
88. Blaster Master: Enemy Below
89. Bomberman Max: Blue Champion
90. Bomberman Max: Red Challenger
91. Buffy the Vampire Slayer
92. Bugs Bunny Crazy Castle 4
93. Bust-a-Move Millennium
94. Buzz Lightyear of Star Command
95. Cannon Fodder
96. Carmageddon: Carpocalypse Now
97. Casper the Friendly Ghost
98. Championship Motocross 2001 Featuring Ricky Carmichael
99. Chicken Run
100. Croc
101. Cruis'n Exotica
102. Crystalis
103. Cybertiger
104. Dave Mirra Freestyle BMX
105. Disney's 102 Dalmatians: Puppies to the Rescue
106. Disney's Aladdin
107. Disney's Alice in Wonderland
108. Disney's Dinosaur
109. Disney's Donald Duck "Goin' Quackers"
110. Disney's The Emperor's New Groove
111. Disney's The Little Mermaid II: Pinball Frenzy
112. Donkey Kong Country
113. Doug's Big Game
114. Dragon Dance
115. Dragon Tales: Dragon Wings
116. Dragon Warrior I & II
117. Dragon Warrior Monsters
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119. Dukes of Hazzard: Racing for Home
120. ECW: Hardcore Revolution
121. ESPN International Track and Field
122. Extreme Sports with Berenstain Bears
123. F-1 2000
124. F-18 Thunder Strike
125. Force 21
126. Frogger 2
127. Galaga
128. Ghosts 'n Goblins
129. Gobs of Games
130. Godzilla: The Series—Monster Wars
131. Gold and Glory: The Road to El Dorado
132. Grand Theft Auto 2
133. The Grinch
134. Harley Davidson: Race across America
135. Harvest Moon 2
136. Heroes of Might and Magic
137. Hot Wheels Stunt Track Driver
138. Hoyle Card Games
139. Hoyle Casino
140. International Rally
141. International Track & Field 2000
142. Jeremy McGrath Supercross 2000
143. Jim Henson's Muppets
144. LEGO Alpha Team
145. Lil' Monster
146. The Lion King: Simba's Mighty Adventure
147. Little Nicky
148. Looney Tunes Collector: Alert!
149. Looney Tunes Racing
150. M&M's Minis Madness
151. Madden NFL 2001
152. Magical Drop
153. Magical Tetris Challenge
154. Marvin Strikes Back
155. Mary Kate & Ashley Pocket Planner
156. Mary Kate & Ashley: Get a Clue
157. Matchbox Caterpillar Construction Zone
158. Men in Black
159. Metal Gear Solid
160. Mia Hamm Soccer Shootout
161. Micro Machines 1 & 2: Twin Turbo
162. Micro Machines V3
163. Microsoft Puzzle Collection
164. Millennium Winter Sports
165. Mission: Impossible
166. Monster Rancher Battle Card Game
167. Monster Rancher Explorer
168. Mr. Driller
169. MTV Sports: Pure Ride
170. MTV Sports: Skateboarding Featuring Andy MacDonald
171. MTV Sports: T.J. Lavin's Ultimate BMX
172. The Mummy
173. NASCAR 2000
174. NASCAR Heat
175. NASCAR Racers
176. NBA Jam 2001
177. NBA Showtime
178. NFL Blitz 2001
179. NHL 2000
180. NHL Blades of Steel 2000
181. Nicktoons Racing
182. Oddworld Adventures 2
183. Perfect Dark
184. Playmobil Laura
185. Pokémon Gold and Silver
186. Pokémon Puzzle Challenge
187. Pokémon Trading Card Game
188. Polaris Snocross
189. Pong: The Next Level
190. Power Rangers Lightspeed Rescue
191. Power Spike Pro Beach Volleyball
192. Powerpuff Girls: Bad Mojo Jojo
193. Powerpuff Girls: Paint the Townsville Green
194. Pro Darts
195. Pro Pool
196. Puchi Carat
197. Q*Bert
198. Quest RPG: Brian's Journey
199. Rayman
200. Road Champs BMX Stunt Biking
201. Road Rash
202. Roadsters Trophy
203. Robopon Sun
204. Rocky Mountain Trophy Hunter
205. Rugrats in Paris: The Movie
206. Rugrats: Totally Angelica
207. Rush 2049
208. Sabrina the Animated Series: Zapped
209. Sgt. Rock: On the Frontline
210. Shamus
211. Space Marauder
212. Speedy Gonzales: Aztec Adventure
213. Spider-Man
214. : Episode I: Obi Wan's Adventures
215. Street Fighter Alpha: Warriors' Dreams
216. Test Drive 2001
217. Test Drive Le Mans
218. Test Drive: Cycles
219. Tiger Woods PGA Tour 2000
220. Titus the Fox
221. Tom and Jerry in Mouse Attacks
222. Tom Clancy's Rainbow Six
223. Tomb Raider
224. Tony Hawk's Pro Skater
225. Tony Hawk's Pro Skater 2
226. Toobin'
227. Toonsylvania
228. Top Gear Pocket 2
229. Towers: Lord Baniff's Deceit
230. Trick Boarder
231. Triple Play 2001
232. Turok 3: Shadow of Oblivion
233. Turok: Rage Wars
234. Tweetie's High Flying Adventure
235. Ultimate Fighting Championship
236. Ultimate Paintball
237. Uno
238. Vegas Games
239. Wacky Races
240. Walt Disney's The Jungle Book: Mowgli's Wild Adventure
241. Walt Disney World Quest: Magical Racing Tour
242. Wario Land 3
243. Warriors of Might and Magic
244. Warlocked
245. WCW Mayhem
246. Who Wants to Be a Millionaire? Second Edition
247. Wild Thornberry's Rambler
248. Winnie the Pooh: Adventures in the 100-Acre Wood
249. Woody Woodpecker Extreme Racing
250. World Destruction League: Thunder Tanks
251. Worms: Armageddon
252. X-Men Mutant Academy
253. X-Men: Mutant Wars
254. X-Treme Sports
255. Yogi Bear: Great Balloon Blast

Cartoon Network Scooby-Doo! Classic Creep Capers™

FEELIN' GROOVY? GET ON THE CASE WITH THAT '70S SHOW.

Long before the X-Files surfaced, four meddling kids and their dog were cracking paranormal mysteries with just enough time to spare for on-the-job Scooby Snacking. The Scooby-Doo cartoons debuted over 30 years ago, and while the gang's groovy threads might not have stood the test of time, their show certainly has. In THQ's Classic Creep Capers, Scooby, Shaggy, Velma, Fred and Daphne go ghost-busting to solve a Game Boy Color whodunit loosely based on the 1970 episode, "Nowhere to Hyde." Just like the show it was based on, Classic Creep Capers is filled with Shag and Scoob's bumbling high jinks, Velma's flyaway glasses, Fred's booby-trapping and Daphne's... well, Daphne's unique ability to get captured. Roh-kay—it looks like it's time to do some meddling.

THOSE MEDDLING KIDS...

When the Mystery Machine sputters out of gas in front of Jekyll Laboratories, the gang stumbles upon the son of the original Dr. Jekyll. Like his father, the young Jekyll has taken to experimenting, and he fears his alter-ego Mr. Hyde (or perhaps the ghost of his dad) may be responsible for the recent rash of jewel heists.

BUILDING A MYSTERY

Press Select to change characters. If an object and its name appear at the bottom of the screen, you can press A to interact with it. Tap A while pushing the Control Pad toward the eye, mouth or hand icon to check/look, speak to/eat or grab/activate the item. Hit B to view your inventory.

SHAGGY & SCOOBY

You can play as Fred, Daphne, Velma or the team of Shaggy and Scooby. The premier scaredy cat and fraidy dog begin the mystery in front of Jekyll's mansion. Use the pair to investigate the Lab Entrance.

FRED & DAPHNE

Each character can explore certain areas. Fred and Daphne decide to go sniffing for clues upstairs in the mansion. To get the mystery rolling, play as either one of them when you hear the clock chime. Whenever it bongs, the ghost will creep across the upstairs hallway.

VELMA

The brains of the operation, Velma can spot a clue a mile away—as long as she hasn't lost her glasses. Velma's good for deciphering clues, but play as Fred or Daphne first.

Once Fred or Daphne sees the ghost of Mr. Hyde, follow him into the bathroom. Approach the toilet, then select the hand icon. When you flush, Daphne will be teleported to the cellar.

CHAPTER ONE: "IT'S A MYSTERY!"

They didn't nickname her "Danger-prone Daphne" for nothing. A flush of the toilet-turned-teleporter makes Daphne vanish. With Daphne missing in action, the Scooby Gang mounts a hunt for her mysterious captor.

1 BOOK 'EM, VELMA

To unlock the lab entrance, you must punch in a code at the keypad. The symbols that appear in the mansion are parts of the code. Velma can decipher the symbols if she has the book of poems from the library.

2 SYMBOLS DOWNSTAIRS

Only Velma can interpret the seven Symbols that unlock the Lab Entrance. Play as her and check the Symbol above the Mansion Entrance, the Library door and behind the Notes on the Kitchen Fridge.

3 SYMBOLS UPSTAIRS

Upstairs, use Velma to check the two symbols above the paintings at the top of the steps. Also check the symbol above the ballroom door and in the bathroom under the towel behind the curtain.

4 UNLOCK THE LAB DOOR

Once Velma has checked all seven symbols, march her orange kneesocks to the lab entrance. When you activate the keypad, she'll punch in the code to open the locked door and start Chapter 2 of the game.

CHAPTER TWO:

"BOO'S CLUES!"

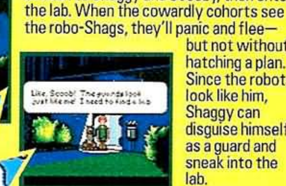
With the lab entrance unlocked, Fred sneaks in only to be captured by a robot guard that's a dead ringer for Shaggy. Meanwhile, Velma's busy in the library, so do your snooping as Shaggy and Scooby.

SHAGGY?

1 FRED ENTERS THE LAB

You begin playing Chapter 2 as Fred, who's been thrown into a cell by a Shaggy look-alike. Fred can check a few things in his cell, but he won't be able to find a way out. Leave it to Shaggy and Scooby to do the work.

2 SHAGGY & SCOOBY ENTER LAB



Switch to Shaggy and Scooby, then enter the lab. When the cowardly cohorts see the robo-Shags, they'll panic and flee—but not without hatching a plan. Since the robots look like him, Shaggy can disguise himself as a guard and sneak into the lab.

ZOINKS!

3 FOLLOW THE SCENT OF FOOD

After you speak to Helga in her room next door to the bathroom, the west room atop the stairs will be unlocked. You'll smell food in there, and when you approach the kid inside, you'll fall through a trapdoor.

4 CHEESE AND ELECTRICITY

The trapdoor drops you into the cheese cellar. Activate the robot, which will crash into the wall and shatter into shards. Use a shard to slice the cheese, then feast. Pocket the tape left in the crumbs. Two doors down from there, shut off the breaker then enter the workshop next door. After using the tape to repair the Wires, turn the breaker back on, pull the levers, then go upstairs.

5 THE MOVING LIBRARY

By pulling the levers, you will have powered the library, which is a giant elevator that rises to a secret room. All that movement will cause Velma to lose her glasses, and they're perfect for your disguise. Borrow her glasses, then grab the red book on the left to move the room. When you exit, you'll enter the attic where you'll find a lab coat and key.

6 THE CLEANING LADY

The key from the attic unlocks the lockbox hidden under the pillow in Helga's room. You can't open the lockbox while Helga's around, so give the cleaning lady something to do to get her out of the room. Helga hates a mess, and you can make one in the laundry room in the basement. Arm yourself with the soap, then add it to the washer. Tell Helga about the disaster, then use the key to open the lockbox when she leaves.

CHAPTER THREE:

"CHEMO-SABOTAGE!"

The lockbox contains the final piece you need for your disguise—a fake mustache. When you approach the lab entrance, Shaggy will automatically throw on his disguise and waltz into the building.

1 GETTING IN WITH THE GET-UP

The second door inside the lab is the cell. Peek inside to talk to Fred. Behind the first door is the mad scientist's room where Daphne is locked up. You can enter the room, but the robot won't let you grab the key that's inside. Head to the mansion to find a way to distract the Shaggy android.

JEEPERS!

2 KITCHEN PATROL

Enter Shaggy and Scooby's favorite haunt—the kitchen. Raid the fridge for the sausage and the cabinet for the cow extract, then go to the dining room behind the northern clock room door. The stool inside is missing a leg, but the sausage should be able to solve the problem. Like, no foolin'.

3 TRY OUT THE FREEZER

Enter the first door east of the lab doors marked 1, 2, 3 and 4. Plop the sausage into the freezer, then hit B to view your inventory. When you select the stool, you'll use the iced wiener to fix it. Exit the room and use the repaired stool to reach the hallway lights. Grab each light twice—once to turn it off and again to unscrew it. You'll be able to keep the fourth light you unscrew.

JINKIES!

4 SHEDDING LIGHT ON THINGS

You're in the dark as to why the light you've nabbed can glow even when it's not screwed into a fixture. Velma can enlighten you, so visit her in the library and show her the light. She'll explain that the Tesla coil she saw in the yard must be remotely powering the light—as well as those pesky robot guards in the lab.

5 OR WHAT S BEHIND DOOR NUMBER. . .

Wherever the light doesn't glow, the robot guards won't have power, either. Find the secret room by entering one of the lab doors marked 1, 2, 3 or 4. Remember the second door you see Shaggy enter—according to what the kid told you, that's the door you should enter.

6 TRAPPING THE ROBOT

Revisit the mad scientist's room and grab the robot who's guarding the area. Not programmed to be the touchy-feely sort, the robot will chase you to the doors marked 1, 2, 3 and 4. Enter any door to reveal the sequence, then enter the second door that Shaggy entered to trap the robot.

7 DOCTOR S ORDERS

With the guard out of your shaggy hair, pose as the disposed robot and grab the key in the mad scientist's room. If you talk to him, he'll ask you to fetch the ingredient list for the skin absolver he's using on Daphne. Since Shaggy doesn't know where the real ingredient list is, he'll have to make up his own list. Begin by finding something to write on. You can use thenote on Helga's bed if you distract her with the ol' overflowing washer trick.

8 THE LOCKED MANSION DOORS

The key in the mad scientist's room unlocks two of the mansion's doors—the clock room door next to the kitchen and the upstairs room next to the kid's room. Behind the locked clock room door you'll find the pen you'll need to jot down the bogus ingredients the mad scientist requested. In the room next to the kid's room, you'll find the labeler you'll need for the doctor's second request.

9 THE DOCTOR HAS A COW

Talk to the mad scientist to give him the ingredient list. The doctor will then ask you to grab him the DNA extractor. Using the labeler, fix up the bottle of cow extract so that it says DNA extract. When you give it to the doctor, he'll use it and mutate himself into a cow. When he moseys away mooing, you'll be free to talk to Daphne.

CHAPTER FOUR:

"JAILBREAK!"

Shaggy and Scooby must break Fred and Daphne out of the lab, but they'll need to figure out how to free them. Helga's room and the library are off limits in Chapter 4, so poke around in the basement for items.

1 SCOOBY S PEDICURE

The workshop in the basement has a key grinder. When you use the grinder, Scooby will fashion his claw into the shape of a key. Take Scooby to the cell to bail Fred's bell-bottoms out of jail.

2 FRED FREES DAPHNE

As Fred, enter the kid's room and fall through the trapdoor to reach the workshop. Grab the key that's stuck in the grinder, then use it to unlock Daphne from the mad scientist's operating table.

CHAPTER FIVE:

With the whole Scooby Gang back in action, Fred can devise one of his famous plans to trap the ghost. He'll ask each member to find an item for his trap. Once each team member has found the item, give it to Fred, who'll be waiting outside the mansion entrance.

1 VELMA SEARCHES THE LAB

Resourceful Fred needs a net to snare the ghost. As Velma, search the lab room that contains the freezer. In Chapter 5, Velma will be able to pry open the stuck cabinet to find the net. Walk back to Fred and show him the item, then switch to Shaggy and Scooby.

2 SHAGGY & SCOOBY IN THE BASEMENT

Fred needs "something slippery" to trip up the ghost. Suds from the washer will work. Add soap to the washer then use the towel (it will already be in your inventory) to soak up the suds.

3 DAPHNE GETS A ROPE

The rope in the ballroom is the final item Fred needs to tie his whole plan together. As Daphne, enter the ballroom and grab the rope hanging from the curtain on the right side of the dance floor.

CHAPTER SIX:

Once Velma resets the block and drops the towel down the chute, the gang will catch the thieving villain in their usual kooky, convoluted way. Just like in a vintage episode of Scooby-Doo, the ghost would've gotten away with it, too, if it weren't for those meddling kids, that dog—and NP.

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THE LEGEND OF ZELDA: MAJORA'S MASK

WHERE IS WOODFALL TEMPLE?

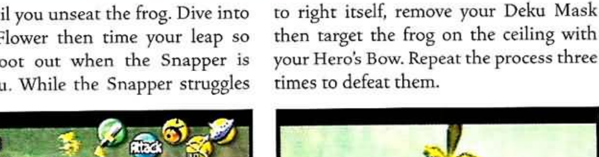
Woodfall is a poisoned bog adjacent to the swamp. You can access it through a cave to the right of the swamp waterfall. After Kaepora Gaebora teaches you the Song of Soaring to the left of the waterfall, use petal power to fly over to the Woodfall entrance. The temple will not be visible when you first enter the bog. Negotiate the various ramps and enemies until you reach a flag-strewn platform, then play the Sonata of Awakening to make the temple rise from the water.

The Sonata of Awakening is the key to finding Woodfall Temple. A monkey will teach you the tune after you save him from the Deku King.

Mad Scrubs and Hiploops guard the planks and stumps that lead to the platform. Use bubble attacks to knock them out.

Stand on the platform with a Deku face on it, then, as a Deku, play the Sonata of Awakening to make the temple appear.

HOW DO I DEFEAT THE FROG RIDING THE TURTLE?



The Boss Key in Woodfall Temple is protected by a strange and deadly duo: a crazed frog riding on the back of a Snapper. The attackers will ricochet around the room until you unseat the frog. Dive into a Deku Flower then time your leap so you'll shoot out when the Snapper is above you. While the Snapper struggles to right itself, remove your Deku Mask then target the frog on the ceiling with your Hero's Bow. Repeat the process three times to defeat them.

It's impossible to defeat the frog while it rides around on the Snapper's shell. Pop out of a Deku Flower to unseat the frog.

Quickly remove your Deku Mask, then target the frog as it crawls across the ceiling. You'll have only a few moments to get a shot off.

After you've hit the frog, the creature will immediately jump back on the Snapper. Put your Deku Mask back on before they can attack again.

HOW DO I STOP THE GORON BABY FROM CRYING?

After you acquire the Goron Mask, a crying baby in the Goron Shrine will become your central concern. He isn't your baby—he belongs to the Goron Elder. The Elder has gone missing during the freak cold snap that is slowly freezing the Gorons out of existence. You won't have to go far to find him, but it will take some complicated maneuvering to talk to him. If you search for him on the first or second day, he'll be frozen inside an unusually large snowball at the base of a platform. On the third day he'll be in a boulder near the frozen stream, in front of the Mountain Smithy. Locate him then go back to Darmani's Grave to scoop up some Hot Springwater in your bottle. Dive off the ledge outside the grave as Link then transform into a Goron when you're on solid ground. Roll as fast as you can to the Elder's location, punch the snowball then pour the water on the deadbeat dad. He'll teach you part of the Goron Lullaby to placate his son. The baby will teach you the rest of the song when you play it for him.

Once you thaw out the Goron Elder, he'll be more forthcoming about how to quiet his son. Punch a large snowball to see him frozen inside it.

Scoop up some Hot Springwater near Darmani's grave. It will stay warm in your bottle for only a short time, so you'll need to hustle back.

Dive into the icy water below Darmani's Grave then transform into a Goron as soon as you're on solid ground. You can roll faster than you can walk.

Thaw out the Goron daddy so he can teach the Goron Lullaby. His kid will teach you the ending, so you can put a windy Goron to sleep.

GORON GRAVEYARD
HOT SPRINGWATER

TO SNOWHEAD

Goron Elder (Day 3)

To TERMINA FIELD

KEY
Owl Statue
Rupee

TINGLE

ROMANI RANCH MAP	40
SNOWHEAD MAP	20

TO GORON RACETRACK

Goron Elder (Days 1 & 2)

TO GORON VILLAGE

GROTTO
HOT SPRINGWATER
x20

SECRET GROTTO
BOMBCHU

WHERE ARE THE CHEATO PAGES IN GLITTER GULCH MINE?

As in all of the worlds in Banjo-Tooie, there are three Cheato Pages in Glitter Gulch Mine. One of them is on a beam above the mine entrance, but you won't be able to reach it until you learn the Springy Step Shoes move in Terrydactyland. You'll win the second page by defeating Canary Mary in a race twice. The third page is on top of a tank in Water Storage.

Once you've learned the Springy Step Shoes move, you can leap to the Cheato Page.

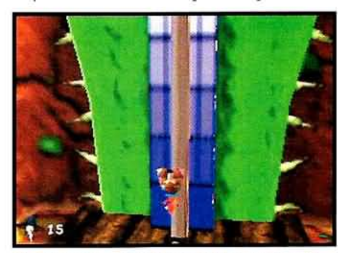
Canary Mary will give you a Jiggy if you defeat her once, then a Cheato page if you win twice.

Climb to the top of a tank in Water Storage to find the third Cheato Page.

HOW DO I WIN THE CACTUS BELL JIGGY?

You should have exactly two pounding attacks at your disposal by the time you reach the Cactus Bell in Witchyworld: the Bill Drill and the Beak Buster. You'll need three attacks to knock the hammer all the way to the bell at the top of the pole. It's a good thing you've also got some Grenade Eggs. Blast the starburst pad then use the two moves to ring the bell for a Jiggy.

It's probably best to aim and fire a Grenade Egg as the first step toward ringing the bell. You'll have limited time to complete the process.



Stand on the pad at the base of the Cactus Bell then execute a Bill Drill and a Beak Buster in whatever order you prefer.

If you complete all three steps quickly enough, the bell will ring. Climb to the top of the pole to claim your Jiggy.

WHAT'S THE BEST WAY TO DEFEAT LORD WOO FAK FAK?

You can easily defeat the cranky lord of the deep if you follow a few simple rules. Most importantly, you should transform into a Submarine for the battle. You can beat him as Banjo and Kazooie, but it isn't required—and it's relatively difficult. Keep moving and stay above him while you fire torpedoes at his glowing boils and eyes. Try to remain in aiming mode.

Lord Woo Fak Fak fires a powerful blast from his glowing appendage. Keep moving to stay safe.

The glowing boil targets can be subtle. Take a few shots then move around for another pass.

After you've hit six boils, he'll open his eyes to see you better. Shoot them six times to win.

WARLOCKED

HOW DO I DEFEAT THE HUMANS IN THE SAND CANYONS?

Don't waste your time stationing a small army around the Giant Spider on the Sand Canyons level—your best defense is to go on the offensive. Generate as many Warriors as you can—it's worth it to build an extra brawling pit—then launch raids on the Human barracks. When the Humans can't generate more troops, they are easy to defeat.

Build two brawling pits and an extra carrion tent then devote all your worker Goblins to gold mining.

Generate Warriors as fast as you can. You'll be able to overwhelm the Human barracks guards.

There are three barracks to knock out: two in the southwest part of the map and one in the northwest part.

Sneak around a cliff to the north of the Humans' base. You'll find the west side of the base unguarded.

WHAT'S THE BEST WAY TO COMPLETE BURNING BRIDGES?

Send your two preexisting Warriors up to attack a tower to the north of your base then have them dismantle the two barracks. Create no fewer than four Skeletons then have them accompany a Goblin to the northwestern bridge. After the bridge is repaired, have the Skeletons destroy the Dragon. Rescue Chief Zog then assemble troops for the big battle.

Humans will harass you until you destroy the two barracks north of your base. Do it quickly.

You must sacrifice four Skeleton Archers to destroy the Dragon on the western bridge. It's worth it.

Clear out the northwestern castle before rescuing Zog. Send him to the Temple then start creating troops.

Once you have a sizable force of Warriors and Skeletons, repair the bridge then attack the Humans' base.

Q&A FAST FACTS

Stuck? Pick up the phone and give our counselors a call.
Or write to: Counselors' Corner, P.O. Box 97033, Redmond, WA 98073-9733

In the USA Call: 1-900-288-0707
($1.50 per minute. Callers under 18 need parental permission to call.)

In Canada Call: 1-900-451-4400
($2.00 per minute. Callers under 18 need parental permission to call.)

Wario Land 3

Q: What level do I go to next?

A: Return to the hidden figure in the Temple in the North World. He'll tell you where to go.

Q: Does it matter what time of day it is when I enter a Level?

A: Yes. You won't be able to finish some levels if you enter them at the wrong time of day.

Q: Do I get anything for beating all the levels?

A: Yes. You'll unlock a Time Attack Mode.

WWF: No Mercy

Q: Can I create my own Wrestlers?

A: You can create them in the Smackdown Mall.

Q: How do I grab a weapon from the crowd?

A: Stand next to the crowd, press the Control Pad toward it then press the left C Button.

Q: How do I perform a reversal?

A: Press the R Button at the exact moment your opponent attacks you.

Vigilante 8: Second Offense

Q: My car is upside down. How do I flip it over?

A: Move the Control Stick to the left and right until the car rocks itself onto its wheels.

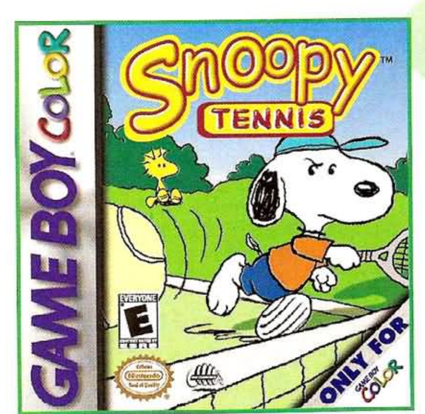
Q: How do I execute a "Whammy?"

A: Hit an opponent with two weapons at the same time. The Machine Gun cannot be used as one of the weapons.

THIS MONTH

- Snoopy Tennis
- Disney's 102 Dalmations: Puppies to the Rescue
- Ultimate Fighting Championship
- Disney's The Lion King: Simba's Mighty Adventure
- Inspector Gadget: Operation Mad Kactus
- Dexter's Laboratory: Robot Rampage
- SpongeBob SquarePants: Legend of the Lost Spatula
- Formula One 2000
- Tech Deck Skateboarding
- LEGO Island 2: The Brickster's Revenge
- Tiny Toon Adventures: Buster Saves the Day

GEAR UP WITH OUR GRAB BAG OF GROOVY GAME BOY GAMES!



HAPPINESS IS A SMASH ACE

After 50 years in the funny pages, Charles Schulz's beloved Peanuts gang debuts on Game Boy Color to deliver service with a smile on the tennis court. Infogrames' two-player Snoopy Tennis raises a racket, hitting hard with a high-strung, high-speed slamfest starring the plucky beagle, Charlie Brown, Woodstock, Linus and eight other Peanuts grand-slammers. The ping-ponging game play rages hotter than Lucy's temper and—Good grief!—the action can get pretty fast. It's enough to make you feel like a blockhead, but hang in there. If there's one thing Charlie Brown's shown, it's that winning is never easy.

BEAGLE BATTLE

Unlike Mario Tennis for GBC, Snoopy Tennis doesn't serve up a story-driven adventure mode. Instead, Infogrames' fast and furious tennis game emphasizes pure, sporting fun and arcade-style action. Normal Mode is the basic way to play.

Normal

The basic rules of tennis apply in Normal Mode. To serve the ball, toss it into the air by pressing A or B, then hit either button a second time. To return the ball, press A to slice it so it travels in a low-flying path. If you tap B to hit the ball back, you'll lob the ball into a high-flying path. To dive after a shot, double-tap A or B.

GOOD GRIEF, NICE SERVE

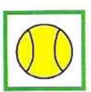
Though Lucy loves to yank the football away from Charlie when he's about to kick it, she won't try to snatch his tennis ball when he's about to serve or return it. Still, the Peanuts gang has a lot of sneaky tricks in store—especially in Special Mode.

Special

In Special Mode, random power-ups appear on the court. While keeping the ball in play, dash to a power-up and put a spin on things with a temporary boost of speed, power hitting or another kooky whammy that will help you maintain disorder in the court.

Pause

By nabbing the P power-up, you'll temporarily stop the ball in midflight. Use the downtime to get yourself into position.

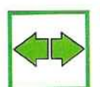


Crazy Ball

If you collect the stack of three tennis balls, you'll cause the ball to change its flight path in an unpredictable way.

Happy Returns

With the smiley face, you'll temporarily disable your rival so he or she can't swing at the ball.



Reverse Direction

Avoid the green arrows. If you step on them, you'll reverse your controls so left is right and vice versa.

Power Hitting

To hit smashes, you'll need the lightning power-up. Strike it up to smack the ball with a boost of power.

Points Race

In Points Race Mode, you'll have one minute to rally and score as many points as you can. The trick to raking in points fast is to follow up your serve with a killer return. Serve the ball into the far corner, then return it out of your rival's reach by slicing it to the opposite corner.

The Peanuts Gallery

At first, only the eight characters pictured below are available. To compete against and unlock the four remaining players, you must play the game in Championship Mode.

Snoopy
Serve ●●●●
Speed ●●●
Stroke ●●●
Volley ●

Franklin
Serve ●
Speed ●●
Stroke ●
Volley ●●●

Charlie Brown
Serve ●
Speed ●●●
Stroke ●●
Volley ●

Sally
Serve ●●●●
Speed ●●
Stroke ●
Volley ●●

Lucy
Serve ●●
Speed ●
Stroke ●●
Volley ●●●●

Peppermint Patty
Serve ●
Speed ●●●
Stroke ●
Volley ●●

Linus
Serve ●●●
Speed ●●
Stroke ●
Volley ●●●●

Schroeder
Serve ●●●
Speed ●●
Stroke ●
Volley ●●●●

Working for Peanuts

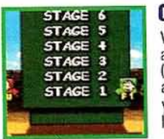
Depending on who you play as in Championship Mode, you'll unlock certain characters and courts. Only by winning the Championship as Snoopy will you unlock all four hidden courts and the secret characters, Pig Pen, Marcie, Rerun and Woodstock.

Sudden Win

Putting the heat on, the Sudden Win scenario awards the match to the first player who can win by a spread of two games. Though a winner can emerge from Sudden Win after only a pair of games, it's more likely you'll be playing neck and neck in a marathon match.

Squash

Normal tennis rules apply in Squash Mode, except that you can bounce the ball off the sidewalls that have been added to the court. Ricocheting the ball off a wall makes things totally unpredictable, so try to return as many hits into a wall as possible.



Championship

While Normal, Special, Points Race, Sudden Win and Squash are available to one or two players (using the Game Link Cable), Championship Mode is a solo game only. The eight-match competition pits you against most of the Peanuts gang in wild locales like the Beach, Forest and Australia.

SEE SPOT RUN

If every dog has its day, then Disney's dalmatians have 102 of them in store in Activision's Puppies to the Rescue. Well, maybe the game won't keep you busy for 102 days in a row, but the side-scrolling platformer is surely worth spending some time with. Inspired by the Disney film, Puppies to the Rescue unleashes Domino and Oddball in 17 stages filled with fetching graphics and Cruella De Vil's evil toys and thugs. The nasty dognapper has locked up the pups' 100 brothers and sisters along with their mother and father, and it's up to you to sniff out the key hidden in each area and unlock the cages to free all 102 canines.

MOMENTS OF PAWS

You can take either Domino or Oddball for a walk through each level to sniff out the hidden key and free the captured dalmatians in the area. If you're a lucky dog and finish the game, you'll win two passwords that unlock a pair of hidden minigames.

Factory Floor

In each level, you must locate the key that unlocks the cages. Once you've fetched the key, you must approach every cage in the area to free the imprisoned dalmatian. The number of cages you must find appears in the lower-right corner of the screen. Level 1 contains eight.

Basement

The Basement is rigged with zappers that create electrical walls. The electricity shoots between the spheres planted on the ceiling and floor, so carefully cross them when their charge has died down to avoid getting a shock.

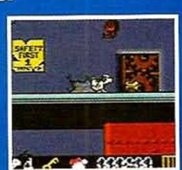
Inside Machinery

Your bark is definitely worse than your bite, so use it to stun enemies. If you hit the B Button, you'll bark and all nearby enemies will temporarily freeze. Bark whenever you need to get past the robot guards, and work your way to the top-left corner where you'll find the key.

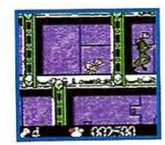
Cafeteria

The key floats in the top-left corner of the area, and you'll need to take a few elevators to reach it. Turn on deactivated elevators by flipping switches. The switch at the bottom of the Cafeteria—the second switch you'll come across—will activate the lift you'll need to ride.

The Bone Collector



Whenever an enemy touches you, you'll be stunned. You can be stunned five times in a row before you'll be recaptured. One part of your Paw Meter will turn red each time you're stunned. To fix your Paw Meter, collect the Bones hidden in the level. A white Bone will restore part of your meter, while a gold Super Bone will restore all of it.



Baddun Brothers

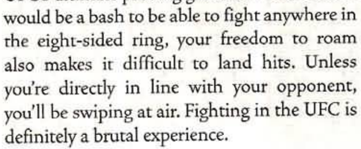
Horace and Jasper Baddun patrol Level 5. One of the brothers holds the key, and it's always the second Baddun you defeat. Jump over the rolling barrels that tumble through the warehouse, then eliminate each Baddun by barking at him and stunning him five times.

Shipping Room

Cymbal-clapping monkeys will try to flatten you on your way to free the pups locked in the Shipping Room. Escape their grasp and get a lift to out-of-reach spots by riding the forklifts once you've tripped their switch.

Garage

Cruella has locked up eight dalmatians in Level 7. To free them all, you'll need to ride an elevator that has been deactivated. To turn it on, head toward the roof where you'll find the elevator switch. Flip it on by hitting B.



CRUISIN' FOR A BRUISIN'

Never about costumes, flashy entrances or backstage politics, the Ultimate Fighting Championship is about pure fighting, and it's bad to the bone. The savage pay-per-view spectacle mixes multiple styles of fighting and martial arts, including kickboxing and Greco-Roman wrestling. All fights break out in the Octagon, which allows for full 3-D movement in the UFC's ultimate proving ground. While it seems like it would be a bash to be able to fight anywhere in the eight-sided ring, your freedom to roam also makes it difficult to land hits. Unless you're directly in line with your opponent, you'll be swiping at air. Fighting in the UFC is definitely a brutal experience.

FIGHT CLUB

Whether you like wrestling holds, punching, kicking or a little bit of everything, you'll find the style you're looking for. UFC boasts eight of the sport's top contenders, including Pedro Rizzo and middleweight champ, Tito Ortiz.

Matchups

UFC features three difficulty levels. You can also change the skill level by pitting your brawler against a contender whose fighting style is the opposite of yours. The diverse fighting styles mix up the action, so you'll be able to bully a submission fighter with kickboxing moves as long as you don't step too close.

CHUCK LIDDELL
KICKBOXING
6'2" 199 LBS

EUGENE JACKSON
FREESTYLE
5'8" 195 LBS

EVAN TANNER
FREESTYLE
6'0" 199 LBS

TITO ORTIZ
SUBMISSION FIGHTING
6'2" 199 LBS

FRANK SHAMROCK
SUBMISSION FIGHTING
5'10" 192 LBS

KEVIN RANDLEMAN
WRESTLING
5'10" 212 LBS

GUY MEZGER
SUBMISSION FIGHTING
6'1" 199 LBS

NO HOLDS BARRED

Ultimate Fighting Championship flexes its gaming muscle with four different ways to settle a fight. Though the game is for one player only, the tough CPU fighter will give you plenty of punishment regardless of the mode you choose to bruise in.

Training

Big John's Training Mode will help you get a feel for 3-D fighting. Moves connect only when you're lined up with your opponent at just the right distance. Big John's regimen will require you to land a specific blow five times in thirty seconds before he'll let you try out the next move.

Vs.

If you don't want to get too black and blue, ease yourself into Vs. Mode. The single-fight mode allows you to choose your opponent. Try out Vs. Mode to see what type of moves work against each type of fighter.

Tournament

In Tournament Mode, you must pound out victory after victory in the qualifying rounds until you reach the Championship. Use a variety of moves in rapid succession to back your opponent against the chain-link fence. If you can score a submission before five minutes are up, you'll win the match.

Survival

Survival Mode is a seven-round fight that pits you against all of the other Ultimate Fighters in the game. If you can make your way past all seven without losing, you'll have the Survival Championship title in your fist.

A MATTER OF PRIDE

Inspired by settings and scenes from Disney's animated film, *The Lion King*, and its made-for-video sequel, *The Lion King II: Simba's Pride*, Activision's platformer puts you on a 10-level journey to become king of the jungle. Playing as both a cub and an adult lion, you must scour the Pridelands for collectibles in side-scrolling levels and flee from stampeding animals in top-view chases.

Piling on even more variety, developer Torus Games added four wild Timon and Pumbaa minigames, including a bug-catching romp and tennis rally. Simba's Mighty Adventure packs in lion-hearted action, and all of it makes for a rip-roaring time.

THE MANE EVENT

During the lion's share of the game, Simba explores the African veldt in search of collectibles. Stars are among the most important items, since every 100 you collect will help you maintain the Circle of Life by earning you an extra lion.

Pounce on Zazu

Animals will harm you if you walk into them—even if you've scared them stiff by pressing Start to roar. Attack animals only by jumping on them. You also must pounce on Zazu to talk to him at the end of the level. He'll land when he's far from you. Pounce when he touches down.

The Waterhole

Crocodiles live in the streams you must cross. Use them as stepping-stones to cross the water, and be sure to jump on them only after they've snapped their mouths shut. They'll hurt you if you're standing on them when they open wide.

Elephant Graveyard

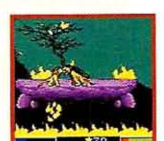
Avoid becoming a permanent resident of the Elephant Graveyard by ducking the swooping vultures. The logs you walk along are also dangerous, since lava spews out of them. Carefully jump over the holes in the logs to avoid getting burned by the erupting lava.

Stampede

Level 4 is a chase level. Race toward the top of the screen dodging bushes and stampeding animals. Jump over the logs by hitting A, and follow the trail of Stars as you flee. If you pass an item, you won't be able to turn around to nab it, so avoid collisions to stay on track.

Simba Finds Nala

In Levels 1 through 4, you'll play as young Simba. Beginning with Level 5, you'll play as adult Simba. While you'll be stronger, the enemies you encounter will be tougher, too. Most animals will require two pounces to defeat. Hop into the palm trees to hunt them down and find Nala.



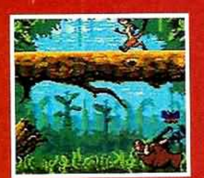
Defeat Scar

In a battle that's as heated as the roaring fire that's scorching the jungle, you must defeat the wily lion, Scar. The battle takes place on an island surrounded by fire. To defeat him, repeatedly claw at his face until he backs off the edge of the arena and falls into the flames below.

Save Kiara

In the second chase level, you must race past the scrambling crocodiles to save your daughter, Kiara. You can run through the water and over the light brown islands, but you can't cross the dark brown land masses. Collisions with crocs are tough to avoid, too, so make a mad dash for any health-replenishing bugs you spot in your path.

Bonus Games



In addition to playing as Simba, you'll also play as Timon or Pumbaa. You can play their minigames separately, or you can unlock them in the main adventure by collecting the five Amulet Pieces that are hidden in each level. If you find them, you'll have a chance to win Stars by playing Bug Tennis, Bug Drop, Catch the Worms and Beetle Hunt.

GO, GO, GADGET!

Nearly 20 years after he set his telescoping, cybernetically enhanced legs in his cartoon TV series, Inspector Gadget is back on the case investigating Operation Mad Kactus. Ubi Soft's platformer showcases the bumbling, bionic—and moronic—antics of the brain-blocked Sherlock and all his classic gizmos, like helicopter blades that pop out of his hat, skis that sprout on his feet when he slides down slopes and an inflatable trench coat that puffs up in water. He's been engineered with almost everything he'll need to crack the case. Too bad they couldn't give him a clue, too. But that's where the character-switching fun of playing as niece Penny and her dog Brain comes in.

DR. CLAW'S MAD PLAN

The evil Dr. Claw has been terrorizing customers of the suspicious Happy Kactus Company on Awoo-Iwoo Island. Sabotage his plan with the help of Gadget, Penny and Brain. Hit Select while standing on land to choose and change your character.

Question Marks

Inspector Gadget isn't the sharpest detective out there, so he'll need some helpful hints on his mission. Chief Quimby will brief you on the mission basics before each level, while the question marks that dot the landscape will supply you with more specific tips. Jump or walk into a question mark to find out what you need to do nearby.

The Beach

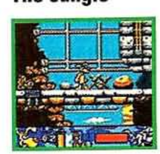
Exit Arrows

The red arrows point to the exit. Reach it by playing as all three characters. Only Gadget can use his special contraptions, like the Rubber Arrow. Brain is the expert at double jumping, and only Penny can swim underwater and hack into computers. Use her to dive to the Rubber Arrow supply to the left of the start.

Life Bonus

Hidden in every level is one Life Bonus. The 1-ups are usually tricky to find and collect, and the bonus in World 1-1 is tucked far at the other end of a narrow tunnel. Brain is the only character who can squeeze into tight passages, so play as the dog to get your paws on the prize.

The Jungle



Floor Panels

Flashing white panels on the floor will activate secrets or bonuses if you jump on them. Hop onto the floor panel in World 1-2 to summon a Life Bonus. The 1-up will appear high in the pipeworks above, so use Brain to double-jump to it.

Hidden Platforms

Flashing floor panels can also activate floating platforms or lifts. The platforms are often the only way to reach the exit, so make sure that you've jumped on every floor panel in the area.

The Reservoirs

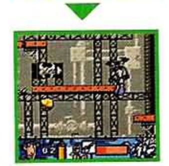
Accessing the Minigame

As Penny, dive into the pool and swim to the underwater computer with the question mark on its screen. By activating it, you'll play the electrical current minigame. Before the time expires, piece together circuit segments to connect the two electrodes. When you've bridged them together, hit Select.

The Plasma Heart

Helicopter Gadgetbonus

In World 2-3, the water level rises to fill the tower. Jump from platform to platform to reach the exit at the top of the tower before the flood swallows you. Begin your escape as Brain, since he can jump the highest. Zigzag your way to the flashing floor panels to activate the elevators that'll help you make a quick getaway.



When you reach a Helicopter power-up, switch characters and play as Inspector Gadget. Fire up your Helicopter on the Character Select Menu, then soar as high as you can. When your Helicopter power-up sputters out, switch back to Brain and jump your way to the top until you find another Helicopter power-up.

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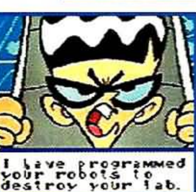
SMALL-FRY SCI-FI

As the Cartoon Network's resident boy genius, Dexter uses about half his brain power tinkering with new inventions and the other half outsmarting pests like his sister. In Bay Area Multimedia's Robot Rampage, Dexter isn't toiling with Dee Dee. Instead he's battling againstarchrival Mandark, who's taken over Dexter's secret lab and hidden the control codes that operate his renegade robots. As Dexter, you must ride elevators and escalators securing the lab floor by floor. If the concept sounds familiar, it's because Taito licensed the rights to its '80s arcade classic, Elevator Action, and BAM! has turned the fave into a smart, fun thriller perfectly suited for a goofy brainiac like Dexter.



ELEVATOR ACTION

It's hard enough that Dexter must keep his high-tech lab a secret from his parents. Keeping it safe from Mandark is even tougher. At least Dexter can save the day looking snazzy dressed in one of two robosuits or his usual lab getup.

Stage 1 - Collect Codes

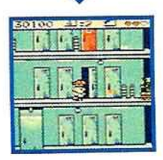
The items you need to collect are hidden behind some of the red doors. You can ride inside or on top of an elevator (just don't ride it to the ceiling) to reach the different floors. You can also jump down an elevator shaft. You'll land safely if you fall no more than two floors.

Stage 2 - Collect Codes

The number of codes you must collect appears in the center of your status bar at the top of the screen. If you reach the end of the level before finding all of the codes, you'll teleport to the door that conceals the code.

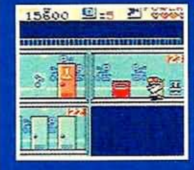
Stage 3 - Collect Keys

In Stage 3, you must pocket the hidden keys. Like the codes, they're hidden behind the red doors marked with a picture of a flask. Explore the entire area by riding the escalators. To board one, stand on the white stripe on the floor at the foot of it, then press the Control Pad in the direction you want to go.

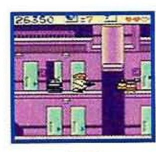


Along the way, you'll also pass by red doors marked with a picture of a remote control. Behind those doors are weapons. Enter the doors like you board an escalator—by standing on the white floor stripe painted at the foot of it. Behind the door, you'll receive a health refill or a random weapon, like a new blaster or bombs.

Red Warp Chutes

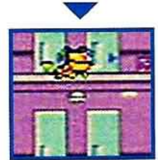


Some rooms are completely sealed off from the rest of Dexter's Laboratory. To reach the enclosed areas, you must hop into a red chute. The chutes will transport you to other chutes, and they're usually your ticket to Robot Rampage's more elusive items and goodies.



Stage 4 - Collect Discs

Duck or jump to avoid a robot's attack. Robots will pop out of the blue doors and follow you down the halls. They'll often hitch a ride on an elevator or escalator, so stake out the elevator shaft or stairwells to ambush them.



When you're in an elevator, you can control where it goes by pushing Up or Down on the Control Pad. You can also jump or shoot across an empty elevator shaft to attack mechanical menaces that are stationed on the other side.

SOAKING IT ALL IN

Outfitted with neatly pressed trousers and a hopelessly optimistic outlook, SpongeBob SquarePants stumbles through life happily finding that things are always looking up. Maybe the sea sponge isn't as clueless as he seems—his hunky-dory Nickelodeon cartoon continues to make a big splash, and THQ has mopped him up to be the next GBC hero. In Legend of the Lost Spatula, SpongeBob absorbs news that the legendary Golden Spatula is supposedly hidden somewhere on the ocean floor. The prized spatula will surely earn him his dream job of master fry cook, and venturing past marine meanies should be no problem. You just have to remember who's wearing the pants in this game.

UNDER THE SEA

Flooded with gallons of goofiness, SpongeBob's voyage begins when he uncovers a statue that Mr. Krabs reveals is the hidden entrance to the Flying Dutchman's Underworld. Somewhere in its depths is the Golden Spatula.

Kelpazoic Jungle

Stinging jellyfish and other sea creatures patrol the water. You can't see them when they're swimming overhead, so be careful when jumping to platforms above. Before hopping to a higher level, make a quick jump up to scout out the scene above.

The Carnival

Like a circus act, SpongeBob's time at the Carnival sends the square clowning around in high-flying feats of derring-do. Sail to the upper reaches of the area by bouncing off springy sea anemones and landing on fishing lures. In the far-left corner of the area, you'll find a chest containing patties.

The Undersea Desert

Since he's foamy, SpongeBob can squish himself to duck out of danger. In the Undersea Desert, red snapping jaws will swim by your head. Squat out of danger and avoid a close shave by pressing Down on the Control Pad when danger swims by.

Jellyfish Fields

To leave the seafloor, bounce off the springy sea anemones located between the treasure chest alcoves. Since jellyfish swim in the regions above you, be ready to veer sideways if your ascent is sending you directly into the path of danger.

Treasure Chests

The ocean floor is littered with sunken treasure. If you find a chest, walk up to it and press Up on the Control Pad to check out the booty. Most chests contain new equipment, ammo or even a new pair of pants to replace the ones that the unfriendly marine life might have scared off you.

Recover the Hat

In every world, SpongeBob has a set of goals to accomplish. To soak in your objectives, press Select. Finding certain items is the basis of your goals, so you'll have to do some snooping to find target items, like the hat you must recover.

Get the Jelly

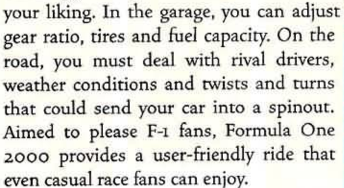
Conversing with the marine life will clue you in to the whereabouts of your goals. When you're standing next to a friendly character, he or she might leak valuable information—like where to get the jelly—if you press Up on the Control Pad to speak.

Find the Shorts

Never short on nautical nuttiness, Legend of the Lost Spatula captures the spirit and humor of the cartoon with bizarre sidequests and goals such as finding a pair of shorts. Hit the streets and check out the marine life on the block to find the Skivvies.

Find Four Oven Knives

You never know what someone like the oblivious SpongeBob might accidentally do, so maybe it's a good idea that someone decided to hide the knives. Enter the whirlpool warps to take shortcuts on your searches for items like the four oven knives and anchors.



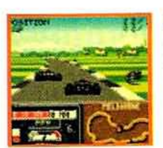
©2000 Take 2 Interactive

START YOUR ENGINES

Officially licensed to drive with F-1 tracks, cars and drivers, Formula One 2000 burns rubber all over the globe, taking you to Monaco, Montreal, Indianapolis and other pit stops on the worldwide racing circuit. Take 2's day at the races rolls out the sim game play, allowing you to go under the hood to retool your car to your liking. In the garage, you can adjust your ride's gear ratio, tires and fuel capacity. On the road, you must deal with rival drivers, weather conditions and twists and turns that could send your car into a spinout. Aimed to please F-1 fans, Formula One 2000 provides a user-friendly ride that even casual race fans can enjoy.

ROAD TRIP

You can drive a manual or automatic transmission. While an automatic is easier to drive, a stick will give you greater control around corners since you can downshift. Take a few spins using both setups to see what suits you.



Quick Race

If you don't want to waste a second fulfilling your need for speed, pull into the Quick Race. The single-race mode allows you to compete in the race of your choice with minimal setup.

Championship

Practice

In Championship Mode, you'll race in the F-1 circuit that takes you to the international raceways. For each stop on the circuit, you can get a feel for the course without competing for rank by cruising around in a Practice Race.

Qualifying

The first important race of Championship Mode is the Qualifying Race. How well you perform determines your starting position on the course when you race in the Grand Prix.

Grand Prix

If you've won the Qualifying Race, you'll start in the pole position. If you finished behind someone, you'll start somewhere else in the pack of 22 racers. Playing catch-up, though, isn't very hard if you can master overtaking rivals on outside corners.

Circuits

France - Magny-Cours

After familiarizing yourself with a course by rolling through a few Practice Races, go to Car Setup and tweak your vehicle so it can handle the conditions. In the French course, you'll have hairpin turns to conquer, so use soft tires.

Japan - Suzuka

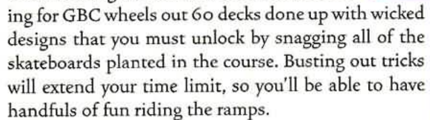
Experiment with your car's front and rear wings. Lower your wings to maximize your speed for courses that have plenty of straightaways and only a few tight turns. If you need a little more braking power, raise your wings.

Monaco - Monte Carlo

Your car's gear ratio affects your acceleration. The shorter your gear ratio is, the faster you'll be able to accelerate and the longer it'll take for your brakes to respond. Lengthen your gear ratio if braking power and control are more important than recovering from a slowdown.

CAN YOU DIGIT?

All fingers on deck! Tech Deck is the premier fingerboard manufacturer that almost single-handedly miniaturized skateboarding and popularized it into a stunt-based sport of manual dexterity, and Activision has brought the pocket-sized revolution to Game Boy Color. Tech Deck's hot toys boast real, licensed designs, and Tech Deck Skateboarding for GBC wheels out 60 decks done up with wicked designs that you must unlock by snagging all of the skateboards planted in the course. Busting out tricks will extend your time limit, so you'll be able to have handfuls of fun riding the ramps.



FINGER TRICKIN' GOOD

The big names in skateboarding, like Birdhouse, have courses dedicated to them, and you can roll through the courses in a freestyle trick mode or in one of the timed skateboard collecting modes.

Unlock Tech Decks

In each course, you'll compete in five rounds. Each session will feature more boards for you to collect. If you can grab all of the boards in a round before the time limit expires, you'll unlock one of the 60 secret Tech Decks based on an actual board design.

Free Play

If busting out tricks is what you're after, you'll flip for Free Play Mode. All courses are available for you to explore, and there's no time limit, so you'll be free to figure out the button combos that activate the stunts.

The Firm

The game's main mode of play takes you from course to course in search of the hidden decks. The Firm gives you 59 seconds to find each board. The map of the course that appears before the round will display the deck locations.

Zero

Many of the decks you must collect float high above the halfpipes. To grab them, start your run so you'll roll over the board's shadow. When you catch air, your flight path will take you straight to the Tech Deck.

Flip

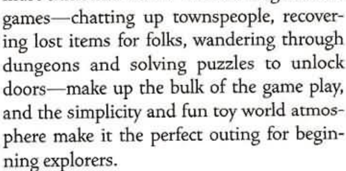
The time you have to collect decks decreases course by course. By the time you reach the Flip course, you'll have only 30 seconds to gather the boards. Use the ramps, rails and objects in the area to pull off tricks that'll earn you extra seconds.

Birdhouse

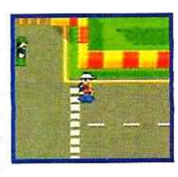
On the Birdhouse course, fly high off the ramps and grind the rails to extend your time to the maximum of 59 seconds. You'll win a time bonus for every second left on the clock after scoring the final board, so keep the timer maxed out.

Toy Machine

Playing around at the Toy Machine course is far from child's play. The toy-themed park features a vert ramp and plenty of jumps. Use them to build enough speed to collect the decks that float high in the air.



BUILDING BLOCK PARTY



While puzzle games have been the foundation of previous LEGO Game Boy games, LEGO Media's latest Pak is an all-out adventure. LEGO Island 2: The Brickster's Revenge continues the jailbird's story that first unfolded as a PC game. In the GBC sequel, Brickster manages to escape his cell, and a newly deputized pizza delivery boy must track him down. The building blocks of adventure games—chatting up townspeople, recovering lost items for folks, wandering through dungeons and solving puzzles to unlock doors—make up the bulk of the game play, and the simplicity and fun toy world atmosphere make it the perfect outing for beginning explorers.

BRICKSTER'S ESCAPE

Delivering pizzas is far from an exciting job, but it takes a climactic turn when Pepper is sent to deliver a pizza to the Brickster in prison. Always a slippery one, Brickster pulls a fast one and breaks out of his cell.

On the Loose

With pizza in hand, head north across the docks to reach the Brickster's prison cell and deliver his food. After he escapes, head west from the barricade to the bank, then go south where Nick Brick will deputize you and order you to pursue the escaped convict.

Road Block

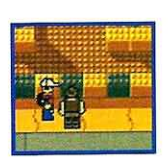
To stay close on the Brickster's tail, you must talk to the townspeople and help them out. At the road block, Bill Ding tells you he needs a pickax. Visit the gas station to borrow a pickax from Nubby Stevens, then give it to Bill. When he has the tool, he'll be able to open the road that the Brickster took to escape.

Danger Below

Beneath the surface of the island are dungeons. You can stumble into the areas by falling into a hole that will open up at key points during your adventure. Activate switches in the proper order and find keys in treasure chests to open the locked doors and confront new enemies.

Voyage to Adventure Island

The Brickster managed to escape in a helicopter, and you must follow him to the next island. You don't have a way to fly there, so go by water instead. Hop into the raft that's waiting for you at the docks in the south end of town.



Find Johnny

As a delivery boy, Pepper learned to find remote locations. As a deputy, Pepper will have to use those skills to hunt down missing people and objects that will help him get one step closer to finding the elusive Brickster.

In the Jungle

The Brickster loves to taunt Pepper. As long as you're receiving messages from the escapee, you'll know you're on the right track—even if you've traveled somewhere as far and exotic as the Jungle.

King's Castle

Like the LEGO toys, LEGO Island 2 features a large universe of storybook environments. At the King's Castle, Pepper will enter a medieval world where he must prove that chivalry is alive and well.

Castle Maze

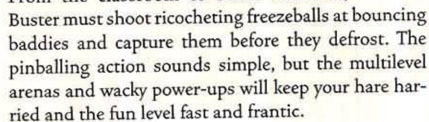
A man of action, Pepper must fend off enemies with his pizza-launching blaster, the Pizza Chukka. He'll also have to rely on his brains, too, since LEGO Island 2: The Brickster's Revenge adds puzzle elements, like the Castle Maze, to the adventure.

Trading Cards

Hidden throughout the worlds you explore are virtual trading cards that feature pictures of the various LEGO characters. Grab the cards you find on your travels to complete a full deck of 34. The cards you find are random, so you might pocket multiples of the same card. With the GBC's infrared port, you can trade cards with a friend who also has the game.

TINY TOON, BIG ACTION

With his friends captured by Montana Max, Buster Bunny must save the day and free his fellow Tiny Toons from Acme Acres' richest and meanest kid on the block. Conspiracy Entertainment's arcade-style rabbit romp, Tiny Toon Adventures: Buster Saves the Day, sends the rabbit on a rescue mission spanning 40 levels of enemy-pelting action. From the classroom to Max's mansion, Buster must shoot ricocheting freezeballs at bouncing baddies and capture them before they defrost. The pinballing action sounds simple, but the multilevel arenas and wacky power-ups will keep your hare harried and the fun level fast and frantic.



BUSTER MOVES

Each of the game's levels is set in a different location, and all 10 of them contain four stages each. To clear a stage, you must use your sole weapon, Buster's freezeball, to put all of the enemies on ice so you can safely capture them.

Ricochet Shots

Buster can jump up and pass through a solid floor to reach another platform, but he can't jump down or sideways to pass through a wall or floor. Even if you can't get close to an enemy, you can still blast it by using a ricochet shot. Buster's freezeball will bounce off the walls.

Deep Freeze

It takes a few seconds before your frozen enemies can move (they'll start to flash when they're thawing out). Make sure no one can bother you during your pickup by freezing as many enemies in the area as you can.

Snatch Them Up

After you've frozen an enemy, run up to it to collect it. If you're not fast enough, it will defrost and start bouncing around the area. To prolong the deep freeze or transform moving targets into sitting ducks, nab the clock power-up that temporarily stops time.

The Black Hole

If a black hole appears in the arena, it will spit out more enemies for you to freeze and pick up. Steer clear of the black hole, since it's difficult to predict when and where it will leak out enemies. Usually, it will launch the enemies directly at you.

Spaceships

Always pelt the spaceships that hover around the level. When you nail one, it will turn into a helpful power-up, like a 1-up or sneakers that give you superspeed and allow you to run across small gaps. The power-ups disappear if you don't collect them swiftly, so be quick like the bunny you are.

Super Buster

The spaceships turn into random power-ups, and one of the best ones you can get is the Super Buster, which will render you temporarily invincible. The Super Buster's shielding power is particularly handy for high-risk freezings like enemies trapped in closed quarters or on short platforms.

Returning Fire

Some enemies fire back at you, so be light on your feet and ready to hop out of the way. Stay out of the range of projectile-launching enemies and freeze them using ricochet shots that you launch from a safe distance.

Robo-Taz

In the final stage, Max's Robo-Taz looks like it's part of the background scenery, but it's actually the enemy that you must attack. Dodge the fireballs it spits out and pelt its eye, nose and mouth region with your freezeballs until the health meter at the bottom of the screen empties out.

NOW PLAYING

POWER GUIDE TO THE LATEST RELEASES MARCH 2001

POKéMON STADIUM 2

4

Gold and Silver gladiators go to battle.

The battle to be a Master Trainer continues, and Pokémon Stadium 2 delivers everything a Pokéfan would want to see in a sequel. With tougher battles, better looking graphics and a stadium full of extras, Pokémon Stadium 2 is a pro's game that's tilted in favor of Pokémon insiders who play using the Transfer Pak (players can upload their personally trained characters from Pokémon Gold, Silver, Red, Blue and Yellow). If you opt to play using the game's trained Rental Pokémon, good luck, because they've definitely been trained at a disadvantage to add an extra challenge.

New attacks, new Pokémon and new strategies enter the stadium, along with the game's exhaustive library of reference materials (every Pokémon chart you'll ever need for all versions of the game are included). If all that doesn't keep you busy, you'll likely spend the rest of your time playing the 12 new minigames. Similar to Mario Party, the game lets you compete in the arcade-style games—like an Egg-catching competition and the Furret volleyball match—to win coins, and Stadium 2 allows you to transfer your winnings to Gold or Silver's Pokémon Game Corner.

COMMENTS: Oliver—The search option in the new Pokédex makes putting a team together much easier. Scott—Everything has been stepped up a notch in the second Stadium game—better graphics, more options and the inclusion of Gold and Silver Pokémon. For anyone who loves Pokémon, Stadium 2 is a must-have. Jenni—If you think that Pokémon games are easy, this will change your mind. Professor Oak himself would have a tough time defeating the talented Trainers in Stadium 2.

- Nintendo/512 Megabits
- 1 to 4 players simultaneously
- Transfer Pak compatible for use with Pokémon Gold, Silver, Red, Blue or Yellow
- 12 minigames

DREW ★★★★
GEORGE ★★★★½
JENNI ★★★★
OLIVER ★★★★★
SCOTT ★★★★★

Mild animated violence.

AIDYN CHRONICLES: THE FIRST MAGE

3

THQ unravels an adventure of epic proportion.

Touted by THQ as the "first true RPG for the N64," Aidyn Chronicles: The First Mage mixes 3-D adventuring with spell casting, experience building and turn-based fighting. Since the fights break out in 3-D, you'll be able to move (within a zone of varying size depending on your character's ability) into a more strategic offensive or defensive position. Success in battle will help you hone your characters' unique skills, and your four party members will be able to improve and bolster them with the new abilities that they can learn from trainers they meet along the way.

Your journey sprawls over whopping—but graphically underwhelming—acres of medieval settings. THQ's adventure is ambitious in size and vision, and if you're a dedicated gamer willing to stick with a slowly unfolding story, you'll find a meaty adventure that valiantly fills the RPG void.

COMMENTS: Jenni—Too many of the characters talk like Yoda. Drew—RPG fans will lap this stuff up like unicorn tears from an orc's feasting goblet. On the other hand, the clunky fighting system will make you long for a pair of dice and some graph paper. Chris—This game is worth more time than most gamers are going to give it. Alan—Experienced RPGers who can get past the first extremely painful hour or so will be pleasantly surprised by the depth and playability of Aidyn. This game is huge in size and hours of game play, but it has serious failings like the lack of a decent mapping system, the inability to select members of your party (the game chooses who leaves when a new member joins!), angular graphics and unhelpful, uninteresting spells.

- THQ/256 Megabits
- 1 player
- Controller Pak compatible
- Expansion Pak enhancements
- 4 of 13 characters playable at a time

ALAN ★★★★½
CHRIS ★★★½
DREW ★★★
JILL ★★★
SONJA ★★★

Animated violence.

DISNEY'S THE LION KING: SIMBA'S MIGHTY ADVENTURE

4½

Activision takes you to where the wild things are.

In a jungle of countless GBC platformers, Activision's expedition emerges as one of the kings. Sure to be a source of pride for developer Torus Games, Simba's Mighty Adventure roars with solid fun and tricky prowling. The game features characters from both Disney's *The Lion King* and its made-for-video sequel, *Simba's Pride*, and you'll set out to tame the wild in search of collectibles as either young or adult Simba. While it may sound like another cookie-cutter platformer, Simba's Mighty Adventure does a bang-up job with the familiar GBC genre, revitalizing it with nicely laid out levels and game play that actually rewards you for gathering up collectibles. Bonus Timon and Pumbaa minigames, like their tennis or bug-catching game, become available if you can claw your way to all five Amulet Pieces hidden in a level. Other nice extras include a two-player Game Link Tag Mode.

Simba's Mighty Adventure does falter at times in the play control department, since hopping onto trees requires you to pounce onto the exact right spot. Aside from the game's occasional lack of feline prowess, it consistently delivers worthwhile thrills across all 10 levels of side-scrolling hunts and bird's-eye view chases.

COMMENTS: Jenni—The Lion King succeeds where other similar-minded platform games for GBC fail. It's a good-looking, engaging, lighthearted romp and nothing feels forced or out of place. Everything about the game works perfectly with the story line, style and atmosphere of the movies that inspired it. Jason—Simba's adventure is mighty hard to put down. The varied levels, peppy minigames and great payoffs make for a satisfying stay in the jungle.

- Activision/8 Megabits
- 1 to 2 players simultaneously
- GBC exclusive
- Game Link compatible
- 10 levels, 4 minigames

CHRIS ★★★★
GEORGE ★★★★
JASON ★★★★½
JENNI ★★★★
JILL ★★★★★

SNOOPY TENNIS

4½

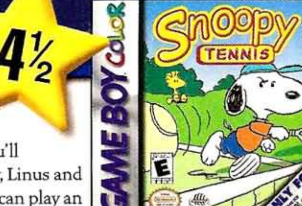
You play a good game, Charlie Brown.

If Mario Tennis for GBC is Venus Williams, then Snoopy Tennis is Serena, because Infogrames' excellent grand slammer is as close as any rival can get to matching its near-perfect game. The rallying action in Snoopy Tennis is that good, and the ultra-realistic sound effects, lovable characters and game variations (like Squash, which allows you to ricochet the ball off the sidewalls, and a mode that plops power-ups onto the court) round out a great package worth netting.

While it lacks the RPG and explore-and-adventure spins that Mario Tennis put on the sport, Snoopy Tennis serves up equally hard-hitting tennis intensity that some would even argue is superior to Mario's. The controls are as smooth as Snoopy himself, and you'll need them to beat Charlie Brown, Lucy, Linus and the rest of the Peanuts characters who can play an all-out mean game. Sadly, Snoopy Tennis will likely be overshadowed by Mario Tennis, and most gamers will want only one tennis game. Snoopy Tennis is the perfect argument for getting two.

COMMENTS: Andy—It can't match the depth of Mario Tennis, but it's a fun game with solid sound effects and a polished finish. Scott—It's fun to see the Peanuts characters in a game, but why tennis? I'd much rather have a dogfight with Snoopy piloting his Sopwith Camel against the Red Baron. Are you listening, Infogrames? Drew—Snoopy Tennis would be a good game even if the players were stick figures, but the presence of the beloved Peanuts characters gives a boost to the fun factor. Chris—I can see people enjoying this more than Mario Tennis—it's more challenging, and the various modes are more creative.

GAME BOY COLOR



- Infogrames/8 Megabits
- 1 or 2 players simultaneously
- GBC exclusive
- Game Link compatible
- 12 characters

ANDY
CHRIS
DREW
JILL
SCOTT

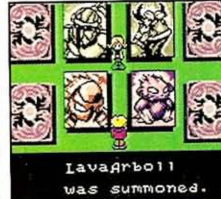
EVERYONE
E
CONTENT RATED BY ESRB

MAGI-NATION

4

Only in your dreams can your Magi-Nation run this wild.

A collect-'em-all RPG, Magi-Nation is an enchanting quest fashioned for teen gamers. Magi-Nation follows slacker hero Tony Jones into a fantasy world where his search for Dream Creatures soon turns nightmarish—and not just because he bears a frightening resemblance to a Backstreet Boy. Bizarre and evil creatures lurk everywhere in the lush and beautifully illustrated worlds, and Tony must summon the creatures he's captured to battle them. Magi-Nation is firmly rooted in fantasy gaming and card dueling (Magi-Nation decks are already available), and the unique card battle system that allows you to draw different creatures one at a time for battle will make this auspicious debut from Interactive Imagination a smart and appealing choice for older RPG fans and card game veterans.



COMMENTS: Scott—RPG players will enjoy the richness of the environments and the depth of the new world and its characters. It's not just a Pokémon rip-off. I can't wait for another installment. Alan—Beautiful. It's a ton of fun, extremely challenging and filled with secrets. It's the best RPG I've ever played on GBC. Drew—Magi-Nation is an RPG with a streetwise edge. Dude, you'll be stoked when you see its sweet graphics, but you may, like, suddenly realize that there's nothin' new behind all the design and attitude. It's a decent game, though. Jenni—Aside from the great use of color, the game looks and plays like pretty much any other quest and RPG on GBC, while lacking the unforced charm of, say, Harvest Moon. Oliver—This is for those who think Pokémon is too cute. I enjoyed the humor and secrets I found throughout the game.

GAME BOY COLOR

- Interactive Imagination/ 16 Megabits
- 1 player
- GBC exclusive
- Over 80 creatures

ALAN
DREW
JENNI
OLIVER
SCOTT

EVERYONE

Comic mischief.

MICKEY'S SPEEDWAY USA

Hang on to your mouse ears—it's gonna be a goofy ride.

While it's supposed to be the counterpart to Mickey's Speedway USA for the N64, the GBC version of the game plays and feels more like a sequel to Rare's previous Disney driving game—Mickey's Racing Adventure for GBC.

Focusing on the N64 racer's power-ups and lengthy, snaking tracks, MSUSA for GBC works like a well-oiled machine thanks to its MRA mechanics. The action appears at a three-quarter view rather than a behind-the-car view, and being able to see your relative position to rival drivers and upcoming bends helps you gauge when and where you should activate the wacky power-ups you've snagged along the way. It would've been nice to be able to explore certain areas on foot and play minigames to unlock courses like you could do in Racing Adventure, but Speedway USA is purely about driving. Its trickier tracks help make up for the sorely missed features, while the pictures you can print, e-mail messages you can exchange via the GBC's infrared port and N64 secrets you can unlock with the Transfer Pak make Mickey's latest road trip an E-ticket ride.

COMMENTS: Chris—Rare released a similar Mickey game over a year ago that beat the tight, red shorts off this one. This has weak play control, which translates quickly into frustration. George—It's fun, fresh and challenging with some pretty cool options, like a driving school that challenges you to complete a series of timed driving tests. Oliver—It has hints of RC Pro-Am (also from Rare) and offers more than your typical GBC racing game. Andy—I miss the extra bonuses that were found in Mickey's Racing Adventure, but the actual races are more exciting in this game.

3½

- Nintendo/32 Megabits
- 1 or 2 players simultaneously
- GBC exclusive
- Transfer Pak, GB Printer compatible

SCOOBY-DOO! CLASSIC CREEP CAPERS

Zoinks! Like, it's as good as a Scooby Snack.

Successfully presenting everything that the N64 version of the Classic Creep Capers set out to do, Scooby-Doo! for GBC provides a madcap mystery starring the Cartoon Network's grooviest sleuths. Investigating a whodunit as Shaggy (accompanied by Scooby), Velma, Fred or Daphne, you must wander from scene to scene in search of clues and ghost-busting items. Each of the characters is restricted to roaming certain parts of the haunted mansion and laboratory, so you must alternate characters and mix and match items to solve the caper. Devoid of jumping and running, the game's setup cleverly recreates the show in a fun format for players, and everything about it is charming—using a sausage to repair a broken stool makes for far-out Scooby fun, and stumbling upon a cameo by fellow Hanna-Barbera fave, Speed Buggy, will have you shouting "Jinkies!"

Aside from the jewel robbery the Scooby gang's investigating, the only crime in THQ's game is that it's noticeably short. Like a Scooby Snack, the game leaves you wanting more, and, hopefully, THQ will meddle with a multicaper sequel.

COMMENTS: Andy—All the appeal of the N64 version, with none of the play control problems. Alan—It's reminiscent of Maniac Mansion in game play, style and feel. Oliver—It's like playing an episode of Scooby-Doo. It's too short, though—I wanted more mysteries to solve. Jill—Slow. Boring. Too much talking—I hate "reading" games. Chris—This is one of the better Game Boy games I've played in a while. The puzzles are challenging, and the screen text is great. I hope that more of this genre is seen in the future.

3½

- THQ/8 Megabits
- 1 player
- GBC exclusive
- 4 playable characters

ANDY ★★★½
CHRIS ★★★★½
JASON ★★★½
JILL ★★★
OLIVER ★★★★

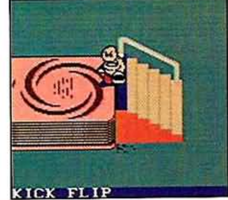
EVERYONE E CONTENT RATED BY ESRB

TECH DECK SKATEBOARDING

2½

Activision lets your fingers do the riding.

It seems like a strange idea: using your fingers to scoot around on a pocket-sized skateboard, busting out ollies and other tricks off miniature halfpipes. If fingerboarding sounds funny, it's even goofier than the footing of a lefty skater when it's converted into a GBC game. In Activision's fingerboarding game licensed by Tech Deck—the foremost producer of the handy toys—you play as a disembodied fingertip. Really. When it's a video game, skateboarding feels exactly same whether it's a finger or person doing the riding, so most of the nimble-fingered appeal of the tiny sport is lost in Tech Deck Skateboarding. Besides, Tech Deck is no Tony Hawk's Pro Skater 2.



The goal of the game is to locate the Tech Decks hidden on stunt courses filled with baseballs, screwdrivers and other relatively giant items (the only things that give you any sense that you're playing a miniaturized sport). As the timer ticks down, you must bust out tricks—which pretty much look the same—to earn extra seconds. Stuntwork is a snap, however, since you can't fall down in the game (your hand can't exactly wipe out in real-life fingerboarding). In the end, Tech Deck Skateboarding isn't a bad skating session, but it sure seems a silly one.

COMMENTS: Chris—The play control is inaccurate and unintuitive. The game itself is incredibly boring. The only thing keeping this game alive is the idea of a finger riding around on a three-inch skateboard. That's funny. Andy—The play control is awkward, and, apparently, the designers don't know the difference between a Shove It and a Heel Flip. Compared to Pro Skater 2, this game falls way short of par.

- Activision/8 Megabits
- 1 player
- GBC exclusive
- 60 Tech Decks

ANDY ★★
CHRIS ★★
JASON ★★
SCOTT ★★★
SONJA ★★★

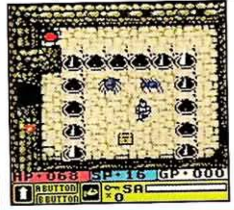
EVERYONE E CONTENT RATED BY ESRB

WARRIORS OF MIGHT AND MAGIC

2½

It might not be so magical after all.

Though the Might and Magic series has traditionally been a real-time strategy/role-playing game, 3DO has reworked Warriors into an action-adventure for the GBC. The end result is a slapdash adventure in the vein of Link's Awakening or a swordfight on the run like old-school Gauntlet, but it lacks the personality, soul and nonstop fun those types of sword-and-sorcery games usually offer. If you squint really hard, you'll be able to see that your character is a warrior whom you must arm with a sword, bow, spell or other weapon to battle enemies roaming the dungeons. In reality, your biggest enemy is the sensitive play control, which makes it all too easy to fall off ledges (and you'll have to restart the *entire* level!). If you do make it across those deceiving gaps, you'll eventually find that the battles can be fast, fairly heated and passably entertaining.



COMMENTS: Sonja—This game seems unfinished. The game play is very linear and is neither difficult nor interesting. Scott—I enjoyed the mazes, traps, enemies, weapons and bosses. Even the music seemed adventurous. On the flip side, your purchasing power is weak and the magic could have been more varied. Drew—It's a relatively bland swords-and-spells adventure. George—Where this game goes so terribly wrong is in its execution. The hit detection is downright bad, making much of the jumping and fighting portions frustrating. Chris—With inaccurate weapons and difficult jumping, this game is simply no fun. Andy—Even though there's practically zero margin for error, this game has a nostalgic charm that reminds me of gaming's good ol' days.

- 3DO/8 Megabits
- 1 player
- GBC exclusive

ANDY ★★★½
CHRIS ★★
DREW ★★
SCOTT ★★★½
SONJA ★★

Animated violence.

ALSO PLAYING THIS MONTH

INSPECTOR GADGET: OPERATION MAD KACTUS
- Ubi Soft/8 Megabits
- 1 player
- GBC exclusive
- Infrared port capability

Based on the '80s cartoon detective who had a bionic gizmo for almost every situation, Ubi Soft's madcap caper has you playing as Gadget, Penny or Brain to thwart Dr. Claw's latest scheme. Each character has unique abilities perfect for certain jams, like a Helicopter Hat that can fly you out of a quickly flooding room. If you're looking for a refreshingly—not frustratingly—challenging and difficult platformer, go use your Gadget arm to snatch up Operation Mad Kactus.

4

DISNEY'S 102 DALMATIANS: PUPPIES TO THE RESCUE
- Activision/8 Megabits
- 1 player
- GBC exclusive
- 17 levels, 2 minigames

In yet another standout Disney platformer from Activision, 102 Dalmatians provides 17 levels of spotted doggone fun that's never spotty. Consistently puzzling and challenging, Puppies to the Rescue has you playing as Domino or Oddball in search of the level's key that can free your fellow canines Cruella has caged. While the memory and color-matching minigames you unlock by finishing the game are far from being best in show, the rest of the smartly arranged puppy rescue is a howl.

3½

DEXTER'S LABORATORY: ROBOT RAMPAGE
- BAM!/8 Megabits
- 1 player
- GBC exclusive

If hearing the name "Elevator Action" conjures up fond arcade memories for you, then you won't want to give the shaft to BAM!'s remake of the uplifting '80s classic. As the Cartoon Network's Dexter, you must ride elevators and escalators from floor to floor in your lab to blast and bomb Mandark's rampaging robots. Like BAM!'s Sgt. Rock remake of Frontline, Robot Rampage is a nice repackaging of a vintage Taito game. It may not be genius like Dexter, but it's pure, simple fun.

3

SPONGEBOB SQUAREPANTS: LEGEND OF THE LOST SPATULA
- THQ/8 Megabits
- 1 player
- GBC exclusive

THQ's adventure starring the fancy-pantsed sea sponge is as goofy as SpongeBob's Nickelodeon cartoon, but it's not as fun. To its credit, the game is large and filled with varied objectives that most platform-style games don't feature. Where the sponge sinks like a stone is that the levels should've been tightened up a tad so that the hopping and ducking action wasn't so spread out and watered down. It's no roller-coaster ride, but Legend of the Lost Spatula is just silly enough that it can be fun.

2½

TINY TOON ADVENTURES: BUSTER SAVES THE DAY
- Conspiracy/8 Megabits
- 1 player
- 40 stages

Saving the day as Buster Bunny, you must pelt bouncing baddies with your ricochet-ing freezeball so you can safely capture them. Conspiracy Entertainment deserves kudos for transplanting a cartoon character into something other than a hop-and-bop platformer. Buster Saves the Day is an original arcade-style concept, but concept alone can't save the game since it's easy to master and not very satisfy-ing. If nothing else, it's a decent diversion for beginners and big Tiny Toons fans.

2½

KEY

ESRB RATINGS

The Entertainment Software Rating Board evaluates each game's content and assigns one of the following ratings to reflect the appropriate age group for the game. To contact the ESRB, call 1-800-771-3772.

Early Childhood

Teen (13+)

Adult (18+)

Everyone

Mature (17+)

Rating Pending

CRITICAL MASS

Each game's overall score is an average of *all* of the critics' scores. To describe their unique, personal tastes, each of NP's diverse critics has ranked 10 game genres in order of preference, with the favorite type of game appearing first.

ALAN:

ANDY:

CHRIS:

DREW:

GEORGE:

JASON:

JENNI:

JILL:

OLIVER:

SCOTT:

SONJA:

COMING NEXT ISSUE . . .

Volume 143 April 2001

GAME BOY ADVANCE

Be with us in April as we take an advance look at the future of handheld gaming, Game Boy Advance. We'll have news from the exciting launch in Japan, including launch games, hardware info and more!

Mario Party 3

There's a party goin' on right here next month. Check out our Mario Party 3 preview for more about the party of the year!

Dr. Mario 64

The doctor is in! Dr. Mario is starting a practice on the N64, and he's writing a prescription for fun! Take a look at the doctor's casebook in April.

Kirby's Tilt & Tumble

What's pink, round and rolling around the Game Boy Color? We'll have the answer next month as we look at Kirby's all-new game that will change the way you play with your Game Boy.

PLUS!

- POKéMON STADIUM 2, PART 2
- THE LEGEND OF ZELDA: ORACLE OF AGES PREVIEW
- MAGI-NATION, PART 2
- TOY STORY RACER
- LUFIA PREVIEW
- DUKES OF HAZZARD: RACING FOR HOME

NINTENDO POWER BACK ISSUES

Nintendo Power issues are available individually. Features in each issue are listed below. Use the Back Issue/Player's Guide Order Form in this issue to order past Nintendo Power issues and books, or call our Consumer Service department at 1-800-255-3700 to order by phone with Visa or MasterCard.

Volume 141 (Feb. '01): Paper Mario, Mega Man 64, *Star Wars*: Episode I: Battle for Naboo, Player's Choice (Perfect Dark, Pokémon Stadium, Pokémon Snap, Super Smash Bros., Donkey Kong 64), Heroes of Might and Magic II, Hype: The Time Quest, Mario Tennis GB, Pokémon Stadium 2 Preview, Magi-Nation Preview.

Volume 140 (Jan. '01): Spider-Man, Banjo-Tooie—Part 2, The Legend of Zelda: Majora's Mask—Happy Mask Hunting, Tom and Jerry in Fists of Furry, Mega Man Xtreme (GB), Metal Walker (GB), *Star Wars*: Episode I: Obi Wan's Adventures (GB), Robopon: Sun Version (GB), The Powerpuff Girls in Bad Mojo Jojo/Paint the Townsville Green (GB), Aidyn Chronicles Preview, Heroes of Might and Magic II/Warriors of Might and Magic Preview.

Volume 139 (Dec. '00): Banjo-Tooie, Indiana Jones and the Infernal Machine, The Big Takedown: WWF No Mercy vs. WCW Backstage Assault, The World Is Not Enough, Ready 2 Rumble Boxing: Round 2, Midway's Greatest Arcade Hits Volume 1, Pokémon Puzzle Challenge (GB), Pokémon Gold & Silver—Part 3 (GB), Donkey Kong Country (GB), Disney's Aladdin (GB), Marvin Strikes Back (GB), Paper Mario Preview (GB), Mario Tennis Preview.

Volume 138 (Nov. '00): Hey You, Pikachu!, The Legend of Zelda: Majora's Mask—Part 2, Mickey's Speedway USA, Disney's Donald Duck: Goin' Quackers, Ms. Pac-Man: Maze Madness, Cruis'n Exotica, Sydney 2000, Rugrats in Paris: The Movie, Pokémon Gold and Silver—Part 2 (GB), Harvest Moon 2 (GB), *Star Wars*: Episode I: Battle for Naboo Preview, Spider-Man Preview, Indiana Jones and the Infernal Machine Preview.

Volume 137 (Oct. '00): The Legend of Zelda: Majora's Mask, Army Men: Sarge's Heroes 2, Taz Express, Turok 3: Shadow of Oblivion, Disney by Design, Pokémon Gold and Silver (GB), Legend of the River King 2 (GB), Dragon Warrior I & II—Part 2 (GB), Mickey's Speedway USA Preview, Batman Beyond: Return of the Joker Preview, Nintendo Space World 2000 Report.

Volume 136 (Sept. '00): Pokémon Gold & Silver (GB), Gridiron Games 2001, Pokémon Puzzle League, San Francisco Rush 2049, Polaris SnoCross, Dragon Warrior I & II (GB), Perfect Dark (GB), The World Is Not Enough Preview, Army Men: Sarge's Heroes 2 Preview, Taz Express Preview, The Legend of Zelda: Majora's Mask Special.

Volume 135 (Aug. '00): Mario Tennis, Ogre Battle 64, NFL Quarterback Club 2001, Starcraft 64, Blues Brothers 2000, Stunt Racer 64, Austin Powers (GB), San Francisco Rush 2049 Preview, Disney's Donald Duck Preview, Dragon Warrior I&II Preview (GB), Perfect Dark Preview (GB).

Volume 134 (July '00): Kirby 64: The Crystal Shards, International Superstar Soccer 2000, Super Bowling, Warlocked (GB), Crystalis (GB), Heroes of Might & Magic (GB), Banjo-Tooie Preview, The World Is Not Enough Preview, The Legend of Zelda: Majora's Mask Preview, Mega Man 64 Preview, E3 2000 Report—Part 3.

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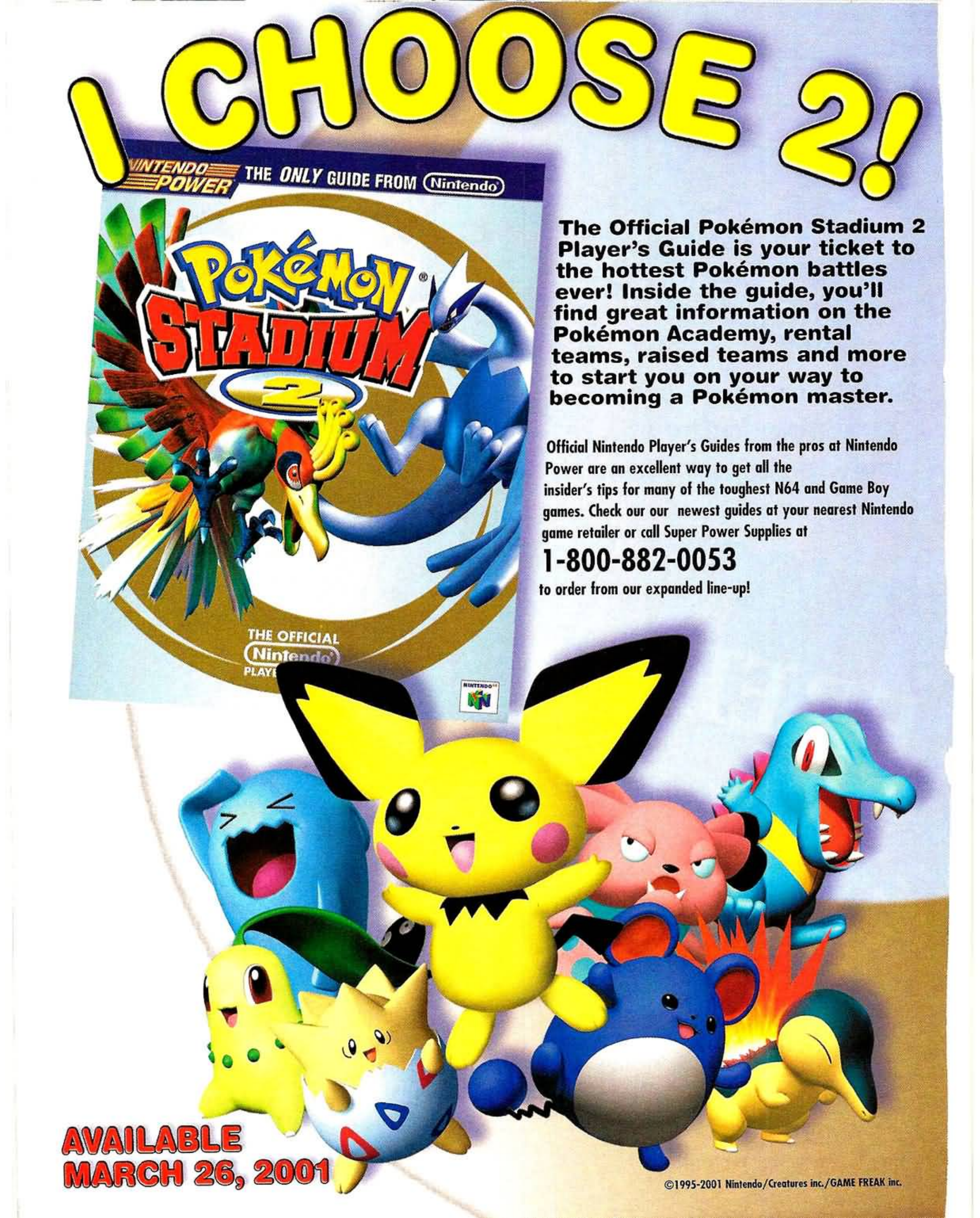
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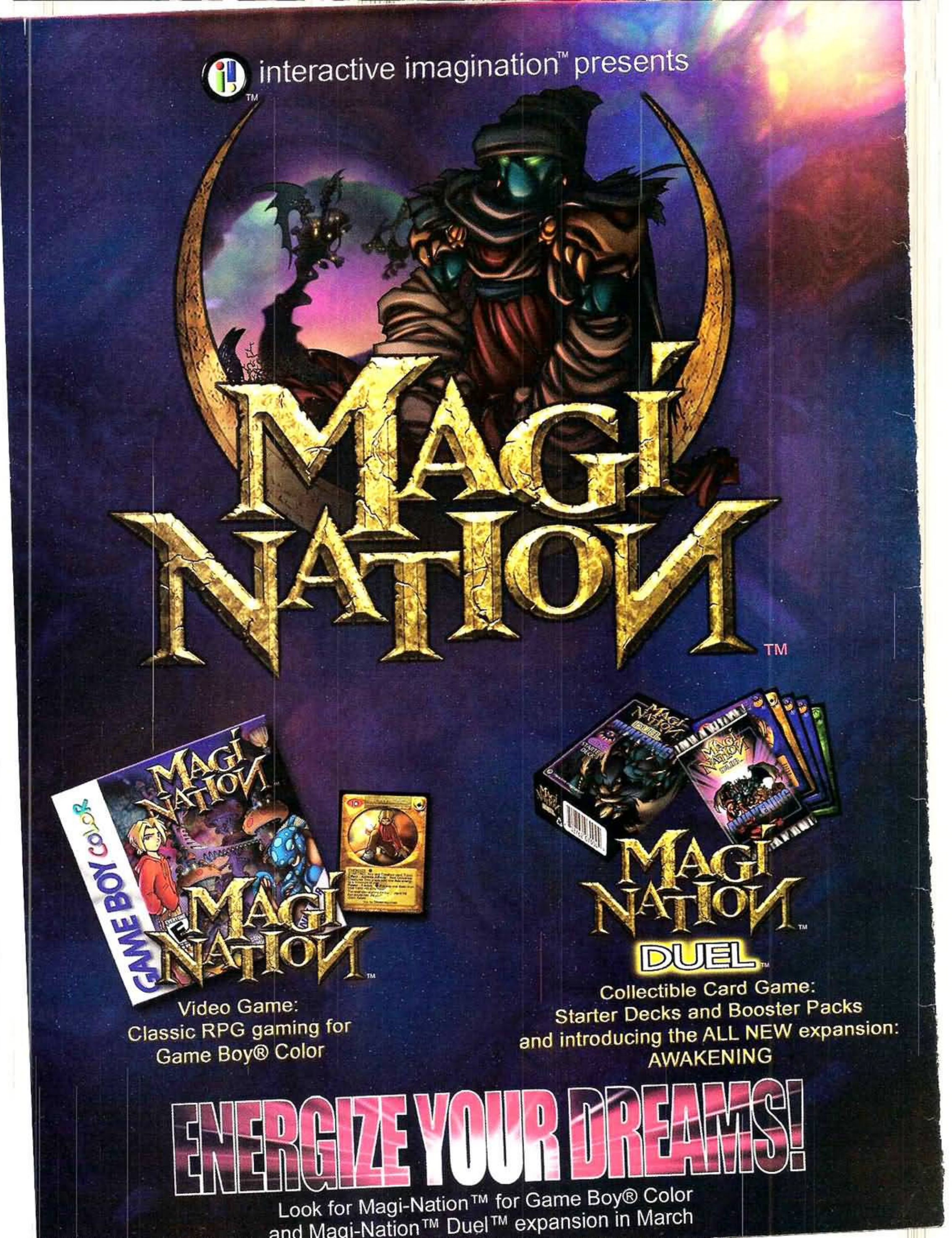
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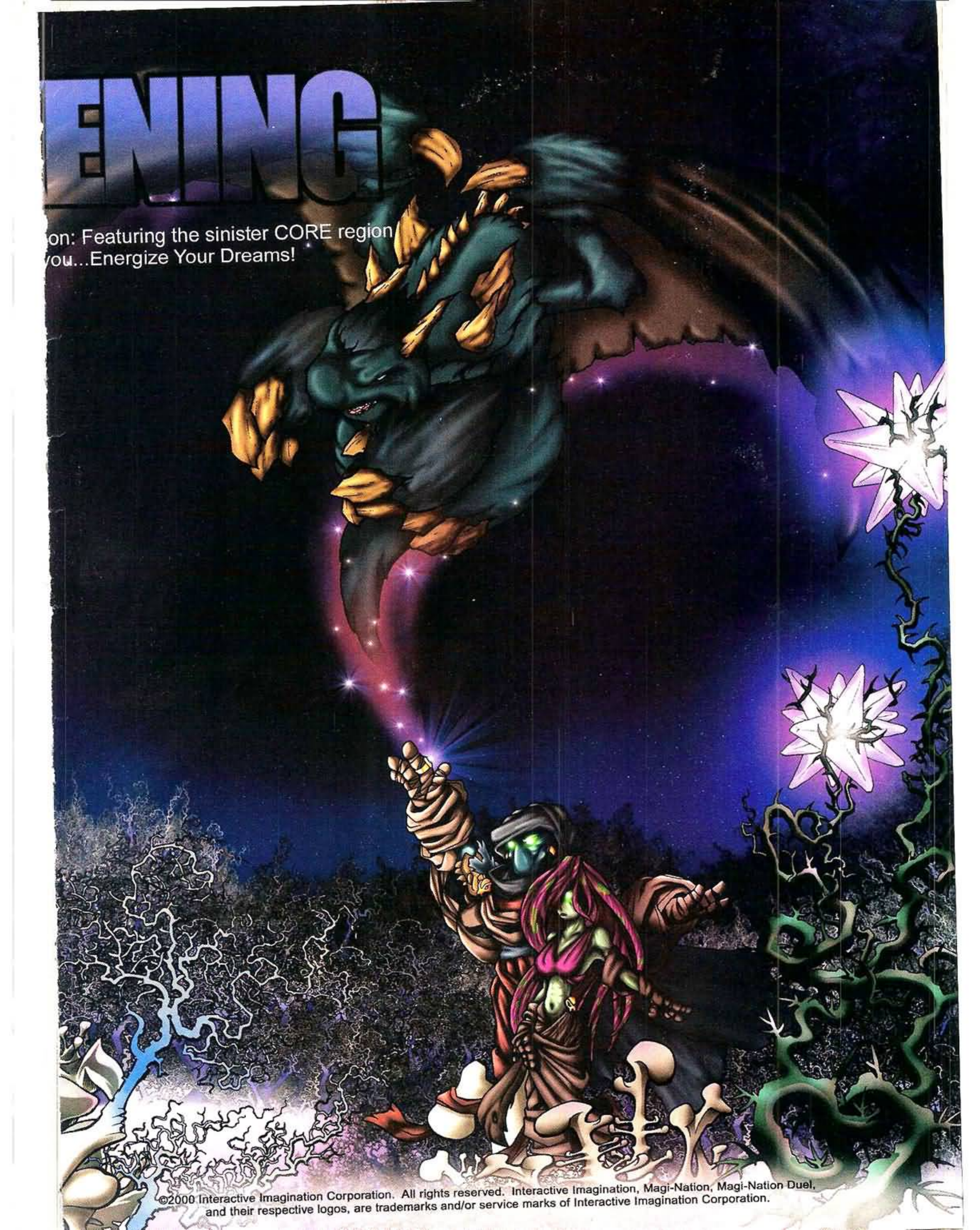
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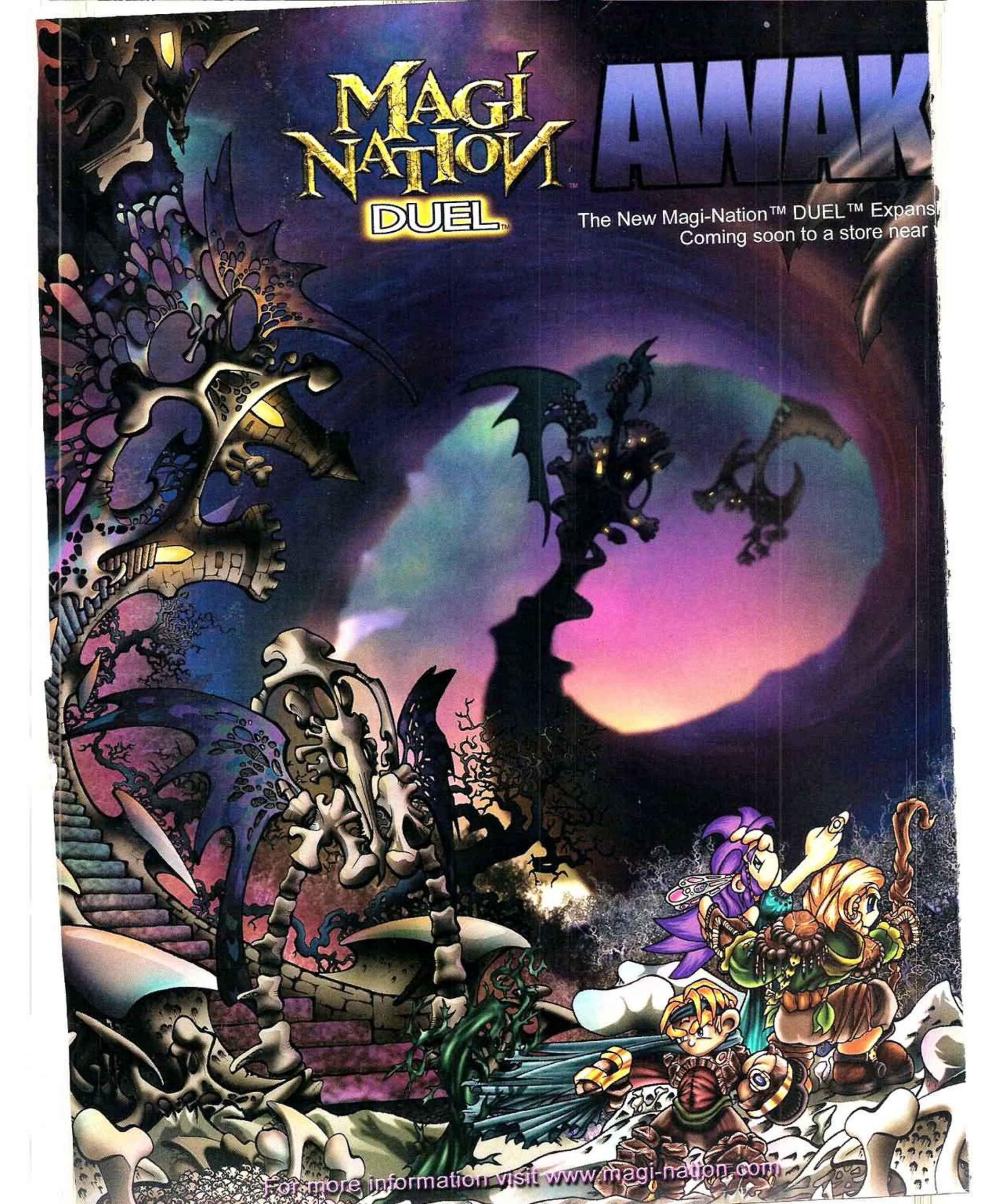
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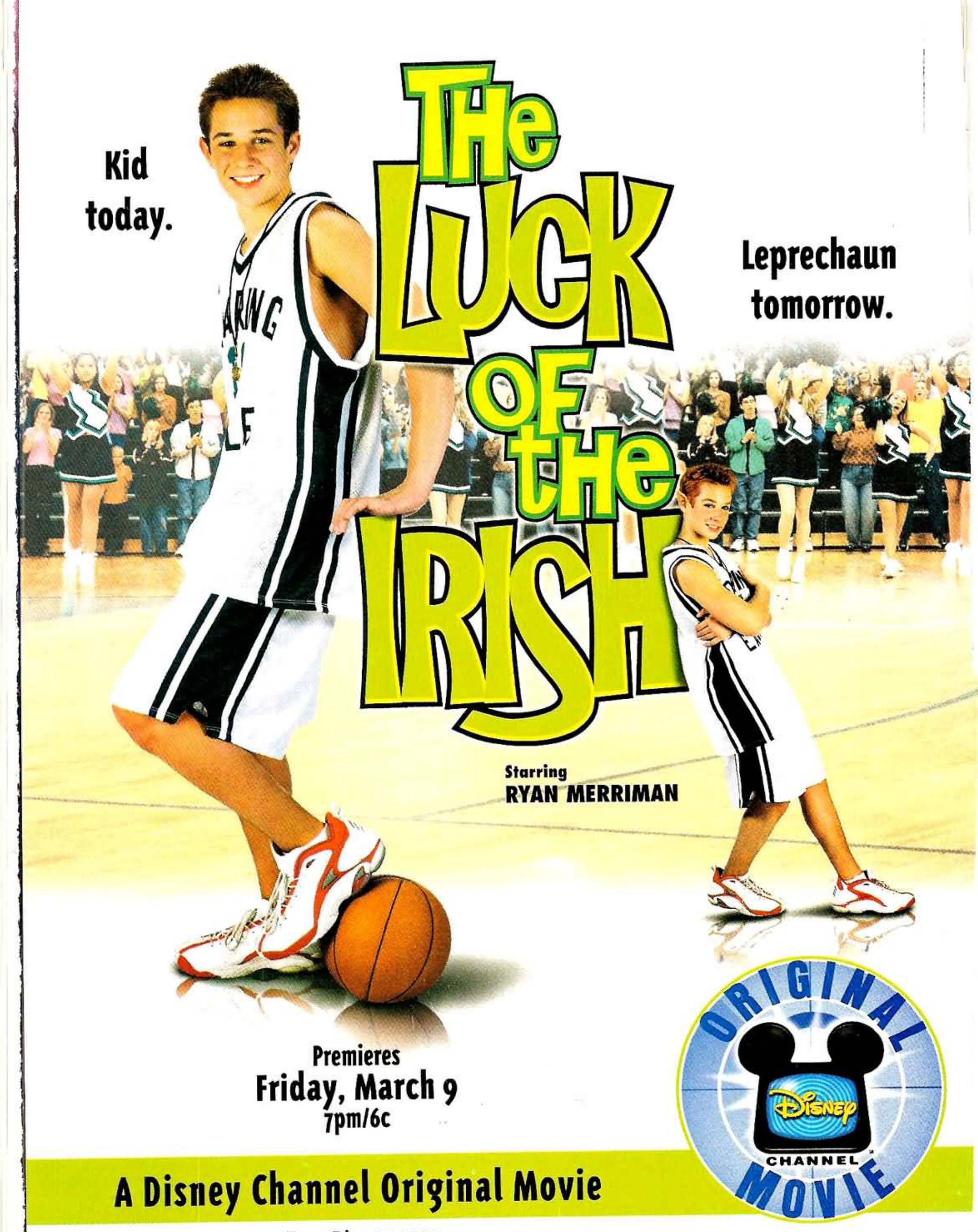
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